1. **Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?**
   1. Theatre is the most popular category in the data set making up almost 35% of the crowdfunding followed by Film/Video and Music both with 17%. Conclusion is that there’s a 70% chance the next crowdfund will be in 1 of those 3 categories.
   2. Games had a 47.9% failure rate leading all the parent categories which is close to the same chances of flipping a coin. The conclusion is Games as a category roughly have a coin flip chance of success.
   3. June and July are the most successful consecutive crowdfunding campaigns in this data set with 63% followed by 62%.
2. **What are some limitations of this dataset?**
   1. Limitations on sample size, a sample size of 1000 may not be large enough to capture the larger population/time periods for the data to be creditable. Short term fluctuations were not reviewed in this task and further research is required.
   2. Lack of variables, this data set doesn’t go into much detail about why the funding failed or if there was another reason beyond control that effected the outcomes.
3. **What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**
4. Number of Backers for each crowdfunding, and the average contribution per backer will give more insight into number of backers required to be successful.
5. Currency for each category to assess the where the backers are coming from for better targeting/chance of success.
6. Time from Launch Date to Deadline Date, this will help us determine a healthy time frame to allow for success but also pull the failing project if required.