* **Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?**
  + **Re: Categories**
    - The category with the highest success rate is **theater.** (187 out of 344 projects.
    - The category with the lowest success rate is **food**. (22 out of 46 projects)
    - The category with the highest failure rate is **games**. (23 out of 48 projects)
    - The category with the lowest failure rate is **theater**. (132 out of 344 projects)
  + **Re: Sub-categories**
    - The sub-category with the highest success rate is **translations**. (14 out of 21 projects)
    - The sub-category with the lowest success rate is **metal.** (4 out of 7 projects)
    - The sub-category with the highest failure rate is **mobile games**. (8 out of 13)
    - The sub-category with the lowest failure rate is **translations**. (7 out of 21)
  + **Re: Outcomes**
    - The month with the highest success rate is **June**. (44 out of 71 projects)
    - The month with the lowest success rate is **November**. (33 out of 67 projects)
    - The month with the highest failure rate is **November**. (30 out of 67 projects)
    - The month with the lowest failure rate is **June**. (26 out of 71)
* **What are some limitations of this dataset?**
  + 1000 sample projects from Kickstarter may not provide a complete representation of trends of all projects from all crowdfunding platforms available. Sample size can be increased to gain more comprehensive insight on crowdfunding platforms.
  + Detailed variables such as budgets for projects, feedback ratings from backers, compensation if any, etc. could refine the dataset even further.
* **What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**
  + # of backers by outcome, compared to # of backers by categories:
    - What categories and/or subcategories appeal to backers the most?
    - How many backers (on average) are needed to achieve success?