Crowdfunding Campaign Conclusions

* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + The three conclusions that I see are that 1) Performance art draws in the most donations with theater, music and film being the most successful campaigns; 2) Other campaigns that involved food and games had surprisingly lower engagement; 3) Journalism may be a route to consider dropping during the next crowdfunding event due to there being low to no engagement.
* What are some limitations of this dataset?
  + The data doesn’t account for other factors that could not be measured within a graph, such as what plays/theater productions were performed vs which journalism outlets were or weren’t available; depending on the show and how big of a headliner the artist or play is makes a huge difference in how successful a campaign is. On the flip side, since journalism, games and food weren’t so successful the graph does not explain why. What kind of food was provided, what kind of games were played/offered, which journalists or journalism connections did they have and were limited to? These are some of the limitations to this data set.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + We could create pie charts that would show some of the bigger connections between the data. For example, I find it difficult with the current graphs to recognize what happened each year of these crowdfunding campaigns. I think a pie chart could illustrate this better, a pie chart could also help to provide a more pronounced visual to how much money was raised comparatively to each campaign.