* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Theater has the most count of the outcome in the category
  2. Plays has the most count of the outcome in the subcategory
  3. July has most count of the outcome in the launching month analysis
* What are some limitations of this dataset?
  1. The dataset has high variance on the backers’ count in the outcome analysis. It cannot use to proof what backers count has more successful outcome.
  2. 15000 to 19999 and 20000 to 24999 range goal have highest successful rate but it cannot be used due to too small sample.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  1. Scatter graph to show the percentage successful or failed rate and goal relationship.