* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + Based on the date conversion section we see very little fluctuations based on months when all the data is considered. This would indicate that there is no “right time” to launch a crowdfund campaign.
  + The Arts such as theatre, film, and music are the largest categories for crowdfunding campaigns. Each category has a slightly higher success rate.
  + Games are the most difficult category to get a “successful” campaign from, as mobile games fail at a 2 to 1 ratio.
* What are some limitations of this dataset?
  + We don’t know the level of “marketing” each campaign put forth.
  + Each campaign had different goals if more of the sample had similar goals, we could see better trends in each category for success.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + Goal v Success rate would be a good illustration that could show us a key indicator of what the most popular campaigns require.
  + Duration v outcome this would show us if more successful campaigns were open for a longer time
  + Backers v Categories and subcategories this could illustrate which campaigns are driving more people to donate