* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?  
  1. The more backers a fundraiser has the more likely it is to succeed.   
  2. Theater fundraising events are the most popular event by a far margin even though technological events prove to be more successful.  
  3. It seems as though the time of year has no effect on whether or not an event is successful.
* What are some limitations of this dataset?  
  Honestly, I’m not too sure, this dataset seems to give us all the information that we could want. I’m sure there’s something I’m not realizing but it seems like a great dataset.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

One important graph we could implement is a bar graph depicting the average number of backers for every category so we could see which sort of fundraising events attract the most attention. This could be used to determine which fundraising events to host in the future as the ones that garnered the most attention are most likely to be successful. Of course, this is only true if there’s a correlation between the amount of backers and the likelihood of success which could be determined through another bar chart comparing the average number of backers for successful and failed projects.