* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?

Looking at the data that was generated together and looking at the graphs is that a little over half of the events were successful and the other half were either cancelled or failed. What seems to be the most successful even was theatre as a parent company and plays as a sub category. The only other events that pretty successful were Music and film and videos. Even though these events were successful they also failed as well. It looks like as the year goes on there is a correlation between events being successful and failing except for the summer time. It as seems that events that were successful had a high percentage of the event being funded.

* What are some limitations of this dataset?

I would say that some limitations to this dataset is that we do not have feedback on why events were successful or why they failed.

* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

We could have possibly made a chart where we showed the percentage funded and which events were successful to see that correlation. We could have seen the average donation with the goal that was set as well, to see which companies overachieved.