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

Art campaigns such as theater, music and film have the highest amount of crowdfunding requests.

Plays make up the biggest sub category to request crowdfunding.

The United States has the most requests for crowdfunding, beating the next highest country by 715 requests.

What are some limitations of this dataset?

The data does not show exactly what the company was trying to fund. It gives a category but the company name and blurb do not give any hints as to what it was to be able to find a pattern of why some succeed and some fail. Perez, Johnson and Gardner’s blurb says “Grass-roots zero administration system engine” which failed but the category is theater/plays. Another company under theater/plays is Collier Inc whose blurb says “enhanced dynamic definition” and it succeeded. Neither of these blurbs gives insight to the company or what the play was about.

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

Average donation could show the public interest and what is most likely to pull funding.