1. Given the provided data, what are three conclusions we can draw about crowdfunding campaigns?
   1. Using the months of the year table, we can conclude that the most interaction and activity for funding campaigns is in the beginning of the year and the middle of the year in July.
   2. Using the category pivot table chart, we can conclude that the theater/ plays category seems to be the most popular projects being funded though crowdfunding with 344 campaigns. Which indicates that plays do have a good number of backers that support them.
   3. The majority of the campaigns were successful with 565 out of 1000, which indicates that crowdfunding can be a great way to fund projects.
2. What are some limitations of this dataset?
   1. Some of the limitations of this dataset might be that the size ($) and scope of each campaign are verry different which contributes largely to the outcome of the campaign. There is also the time frame to which that goal is given, and the success, failure, live, and canceled campaigns are partial to the current time of the report. So, it’s possible that this dataset might be outdated, and the trends might have changed since the collection of this data. Therefore, a campaign with larger timeframe and smaller goal, has a higher probability of reaching it than that of a project that urgently needs more funding. This dataset might also be only representative of one crowdfunding platform, that might serve a different audience than that of another.
3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
   1. A table representing the goal of each category relative to the time frame with the percentage of the outcome might be useful to determine which ones overall are more successful. I would use a combination of a line graph to have the timeframe displayed relative to the goals of each category and a bar graph of the percentage of the outcomes of each category.