* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. 56% of crowdfunding campaigns in this data were successful, compared to 36% of the campaigns that failed.
  2. Plays made up a total of 34% of the crowdfunding campaigns. Higher than any other subcategory.
  3. 43% of the campaigns made less than 100% of the pledged amount.
* What are some limitations of this dataset?

The success of a campaign is based on whether they made the goal amount. Maybe 80% or more from goal may be successful too. Average donations are based on the currency of the country, to better analyze this data we will need to convert to a universal currency for all of them.

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

Box and Whiskers chart. This will help us understand how many people pledged large amounts of data and whether the outliers skew the data.