* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Theatre is the most common category, and the most commonly successful and failed category.
  2. Plays are the most common sub-category, and the most commonly successful and failed sub-category.
  3. Campaigns appear to be more successful in June and July (over 50%).
* What are some limitations of this dataset?

The data set is limited to 1000 campaigns, specific countries, and specific categories and sub-categories. It only measures what was asked.

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

Other interesting tables and graphs might include whether spotlighting, the number of backers, or staff picks affected success. We can also evaluate the data from another perspective. If a campaign was successful (or not), what data stands out that might indicate why?