**Answer to the following questions:**

* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + Theater has significantly more Crowdfunding campaigns than other categories, followed by film&video and music.
  + Journalism has the least crowdfunding demand but has hundred percent successful rate.
  + For sub-category, plays have significantly more crowdfunding campaigns than other categories.
  + Crowdfunding is most active in July, where the count of campaign is significantly higher than any other month.
  + Overall, there are more successful outcomes, especially in June, July, and September, which suggest an active investor market.
* What are some limitations of this dataset?
  + The sampling method of the dataset is not explained which limits the representativeness of the conclusion that are drawn.
  + The dataset does not show the creator’s popularity since it may affect the success of the campaign.
  + The dataset does not show the economic environment during the campaign which normally have an influence on money liquidity.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + We could create a table to see the duration of each campaign in order to have an expectancy of the time needed for each category to meet the goal.
  + We could create a table to see the total amount of each currency collected in order to know the market size of each country.
  + We could create a table to see the average donation of each category in order to see within the category the average amount each backer is willing to give.