* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + One conclusion we can draw is that theater had a larger amount on campaigns and out of that large pool most were successful in funding.
  + Additionally, if we dive deeper in to the category plays was a large contributor to its success.
  + Additionally, journalism is a harder area to receive funding in however, all the campaigns were successful in being funded.
  + Lastly, on the crowdfunding platform the 3 main categories that attract funders are film & video, music, and theater. While it may not be factual this could be due to these categories normally would have harder time require investor capital verses something such as a game which would be easier to pitch to an investor firm.
* What are some limitations of this dataset?
  + One limitation is that the data is collected based on country only. Additionally, if there was a state breakdown along with country it would provide more comparisons. Another limitation is that this data is specific to only Kickstarter and Indiegogo and pool size it only 1000. A larger pool size may even out the results more and even reduce the theater category’s overwhelming presence.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + Other possible charts include a comparison of which countries has the most pledged which could provide information on which countries has large resources of money to support crowdfunding.
  + Another type of chart could have been a comparison of the goal amount and outcome to the number of backers. This would provide information on whether having a lower or higher number of backers resulted in larger pledge amount which then led to a project being successful or not.
  + Lastly a chart comparing pledge amount to the start and end date difference to see if campaign’s that had more time resulted in higher pledge amounts.