Given the provided data, what are three conclusions we can draw about crowdfunding campaigns?

2. What are some limitations of this dataset?

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

1. One of the conclusions I found in crowdfunding limitations is that film & video, theater, and music had the most successful outcomes, every other parent category was similar in successful outcomes. Another conclusion I would add includes the date 2010. This year ,specifically, has had the highest amount of cancels but also the highest amount of crowdfunding applications. The last conclusion is that the US brings in the most successful outcomes but also has an extreme amount of fails.

2. I would’ve added the difference in days from created to ended. Another limitation of this dataset is that there should be basic reasonings behind canceled and failed outcomes, we could draw more conclusions with more information.

3. Some additional value that could be added would be graphs to represent the comparison of countries and canceled, failed, live, and successful. While telling a story having a simple chart showing the success and failures would be very helpful.