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

* Compared to other groups, the Kickstarter and Indiegogo campaigns has shown a higher frequency in the theater category. Also, data shoes that film & video and music categories are most dominant. In my opinion, theater is the best option for the campaign, where we can reach the most people.
* As data shows, the Kickstarter and Indiegogo campaigns have greater success than failed, canceled, or live. Over the last year, out of total of 1000 campaigns, 565 were successful, 364 failed and 57 canceled.
* The month of July is where the most of successful campaigns, and the most failed ones in January. This might be due to the summer season, when families taking their kids to the theater, nights are not as cold, and you can enjoy the weather.

1. What are some limitations of this dataset?

* The data gathered from numerous countries, and their currency, However, we don’t know how the data converted those currencies into one and compared the outcome.
* The data is not normally distributed and has outliers.
* Data set doesn’t differentiate between Kickstarter and Indiegogo platforms.

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

* Since we have collected data from different countries, it would be useful to create a graph and pivot table to see the comparison between different countries in terms of campaign success or failure.
* Make outlier testing. Also, create a table/graph by eliminating outliers.
* Create a pivot table and graph that will show statistical analysis, difference in campaign outcomes across categories and time.