**Module 1 Challenge Overview**

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

One conclusion that can be drawn from the crowdfunding campaign data is that there are slightly more successful campaigns than there are failed ones. Also, once a campaign reaches success, they tend not to stay at 100% funded, some going well beyond that. Another conclusion to be drawn is that plays are an incredibly popular category that people ask to be crowdfunded.

* What are some limitations of this dataset?

Some limitations of this dataset are that the categories are limited. For example, games (not mobile games or video games) are not listed. There are only 999 samples. The platform used is not listed, so we cannot know whether people had more or less success on certain platforms. Also, it would be interesting to see if certain groups of people had more success than others. However, that is not possible as you only get the name(s) of the person(s) who created the project.

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

I think a table comparing the length of time the project was up with the success of the project would be insightful. It would provide value to know if people had more success leaving their projects up longer or vise versa. Another table that would be insightful would be to compare a projects initial goal with what was pledged. It could show if people have more success if they list a higher or lower goal.