1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
   1. It can be seen that, in general, 57% of projects have a successful outcome, followed by 37% failed, and around 7% have been canceled. Among all categories, journalism witnessed a 100% success rate, followed by photography, publishing, and technology, which were successful with around 65% success rate. Furthermore, theatre, music, and film & video categories led with approximately 57% success rates. On the other hand, other categories, such as food and games, were less successful.
   2. If we look into the individual category, it can be concluded that almost all the subcategories are successful. Moreover, “plays” is the most popular category in all countries, followed by all subcategories of music. On the other hand, from the film & video category, the documentary subcategory is the most liked one. Although the parent category publishing was seen to have about a 60% success rate collectively but among its subcategories, only translation seems to be the most contributing one, followed by nonfiction.
   3. In conclusion, all the outcomes have seen a linear trend. Success count witnessed an inclining trend from May till July, which is opposite to the failed count, which experienced a downtrend in that duration. The trend for both remained opposite after August, with one being constant between 42-45 and another one escalating steadily for the rest of the year.
2. What are some limitations of this dataset?

The given crowdfunding dataset should have more data based on the companies and resources to draw deeper analytical insights.

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

In my opinion, clustered column chart could give a clear comparison to compare the successful, failed, canceled, and live categories rather than a stacked column chart.