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

1. There were more successes than failures.
   1. Showing that crowdfunding campaigns are generally a successful way to not only garner support/interest but initial funding as well.
2. Film & Video, music, and theatre were the most used methods to host the campaigns.
   1. Plays garnering the most successful events.
   2. People at entertainment events were more likely to show interest and therefore donate.
3. June and July were the most successful months for a crowdfunding campaigns.
   1. Summer months – most likely successful due to the increase of students having more time in their hands.

What are some limitations of this dataset?

* The data includes different countries.
  + The area is too wide. Location matters so narrowing down state/city would be better instead of using country as whole.
  + Different currencies are also being included hence skewing some of the data
    - Exchange rates and whatnots are different.
* The sub-categories are still quite broad.
  + The subcategory Play is a perfect example of this, because although there were more successes, there were still many failures.

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

* Table/bar graph to determine which country/currency had the most successful campaigns.
  + A geographical area with more successes would prove to be a better place to host crowdfunding campaigns.
* Table and line graph to see which category and sub-category brought in the most interest/money, categorized by currency.
* Table/ bar graph to show which type of campaign gathered the most interest from the public.