1) Given the available data, the first conclusion drawn is goals capped at $5,000 are significantly more successful from a number standpoint; however, goals under $1,000 show the highest overall success rate. Finally, as it pertains to crowdfunding, stick with plays, as they are 3x more successful than the next sub-category.

2) Some limitations of the dataset include: Not knowing the geographic locations of the projects, whether or not any of the projects feature people who have had previous success with crowdfunding campaigns, and why the timeframes are so short – often times less than 1 month.

3) Possible tables and/or graphs that could be created include: Geographical, Heat Maps, Timeframe/Timespan Analysis, and additional data pertaining to campaigns that actually ended up being profitable or branded companies.

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