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

Theater/play campaigns seem to have the most success. Audio campaigns are the least successful. Based on the outcomes crowdfunding is overall successful.

2. What are some limitations of this dataset?

We are limited by countries. We only have a handful of countries, not sure if we need to get more data.

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

A graph that would show the goals of successful and failed project by category to see what is the trend of successful and failed project.