1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
   1. One of the conclusions is that the most popular crowdfunding campaign is the “play” sub-category with 344 campaigns, which 187 of those are successful (54.4%) and 132 failed (38.4%).
   2. The successful outcome is fairly even throughout the year, varying between 42 and 49 in most months. But, between May and July, there are 2 small increases where June went from 46 to 55 and then Jully went from 55 to 58. However, there is a large decrease in August from 58 to 41 successful outcomes, which is a 29.3% decrease.
   3. Overall, there is a 56.5% that the outcome of a crowdfunding campaign is successful and 36.4% that it will fail.
2. What are some limitations of this dataset?
   1. This sample size has limited information in certain categories/sub-categories: music/world music (3 samples), journalism/audio (4 samples), music/metal (4 samples), and publishing/radio & podcast (8 samples), which the world music and audio sub-categories have an 100% successful outcome. There is too little information to conclude if these categories have any significance.
   2. We need a larger database that has roughly the same amount of information as the “theater” category, but for each of the categories. “Film & video” has the second most information but it’s only 51.7% of the information that “theater” category has.
3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
   1. Other tables that could possibly be useful are comparisons between what categories do backers usually donate the most to and what countries have the highest/lowest average donations. This could provide what countries prefer certain campaigns and how much they are willing to back them for.