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

1. Crowdfunding campaigns for theater, specifically plays, were the most successful.
2. The parent categories of film & video and music had similar outcome stats: about 56-57% success rate and about 36-37% fail rate.
3. The amount of launches begin to spike in June/July, hit a peak around August and go back to average in September. Seemingly, the Summer is the most popular launch time across the board for all campaigns.

* What are some limitations of this dataset?

Some limitations of this dataset are that in order for the data to have significance the relative success of the categories in a given climate needs to be taken into consideration. Some categories may be overall popular at a certain point in time and the outcome of the campaign, say a failure or success, could be perceived as more or less indicative than it actually is.

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

I think it would be worthwhile to compare the amount of funding versus the percent of success versus failure. A table could be made with the outcome as the columns, the categories and subcategories as the rows, and the values as the sum of the backers. This would allow us to compare the effects of funding between categories and draw some conclusions based on that.

Tables comparing least and most successful categories taking length of campaign, funding, goals into account calculating mean, median, min, max, etc.