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

1. The more backers a campaign has, the higher chance it has of being successful.

*Successful campaigns had an average of 265.53 more backers than failed campaigns, and the minimum number of backers for successful campaigns was 16, versus the minimum number of backers for failed campaigns being 0.*

1. Setting realistic and attainable goals gives you more chance of success.

*Campaigns with the highest goals had the lowest overall success rates, as well as having the highest cancelled rates.*

1. Theater and Music are the most challenging campaigns to have success in.

*Theater and Music show the highest cancelled rates and the highest failed rates by category compared to others. This tells me that theater and music should be avoided or given extra attention.*

**What are some limitations of this dataset?**

One limitation is the date. The data only goes back to 2010, so there is a lot more data that could be looked at pre-2010.

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

A table and graph showing the length of the campaigns would be beneficial. Instead of just looking at when they started, it would help to see if the length of the campaign has any effect on its success.

Also, I think an additional table and graph looking at the relationship between the percentage funded and things like parent category, date, etc. would be very useful. It would be beneficial to know if there were any similarities between the campaigns that exceeded their goals.