1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
   * The highest number of crowdfunding campaigns in regards to parent categories are theater (344), film & video (178), and music (175). One can conclude that the majority of crowdfunding campaigns are geared towards entertainment.
   * Along with theater being the most prevalent category, it also holds the highest number of campaigns that succeed (187), campaigns that fail (132), and campaigns that canceled (23). It can be concluded that though the chances of a crowdfunding event will be for theater, there is only a slightly higher chance that they will succeed rather than fail or be canceled.
   * Journalism has the least amount of campaigns (4); however, the success rate is 100%. One can conclude that although there are few crowdfunding campaigns for journalism, they will most likely succeed.
2. What are some limitations of this dataset?
   * Although the sample size is a large number (n=1000) the sample is spread out among several countries and spans one decade. This makes it difficult to pinpoint trends that may be related to region or time-period.
3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
   * A scatter plot can show if there is a correlation between the goal amount and a crowdfunding event’s rate of success. They would provide value in knowing if there is a better chance of success based on the goal amount.