* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. The crowdfunding method tends to be most successful for journalism and tech-related products and services. While it is least successful when used for projects based around food and games
  2. Crowdfunding projects launched in June, July, and September tend to be the most successful, whereas projects launched in August, December, January, and May tend to be the least successful.
  3. Unsurprisingly, The United States seems to be the most popular places for people to use online crowdfunding services.
* What are some limitations of this dataset?

Some obvious limitations of the data set is that it only tracks those startups which were posted on crowdfunding services, many restaurants and other service based business are started with seed capital or just out of someone’s house. So this data might not accurately display the success and failure rate of different categories of startups.

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

Creating a graph that displays the percentage funded of the failed projects might be useful. Oftentimes startups overshoot the amount they feel they need just in case. For some projects, hitting 80% of your crowdfunding goal is sufficient.