1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
   1. The arts (theatre, music, film & video) were the most popular category of crowdfunding campaigns in this sample, comprising 70% of all campaigns.
   2. The majority of campaigns used USD for currency, comprising over 75% of crowdfunding campaigns in this sample and those campaigns had the second highest success rate at 57.14%. Of the currencies included in the sample, only GBP had a higher success rate at 58.33% and their sample size was much smaller.
   3. Based on the goal analysis, campaigns with goals between 15,000 and 34,999 were the most likely to be successful, with an average 92% success rate within that range.
2. What are some limitations to the dataset?
   1. Neither the source of the sample nor the type of sampling is known.
   2. There sample size is small. There are 1,000 cases included in the sample, but the dataset spans a 10-year period. With such a small sample size over that period, it is difficult to draw any meaningful conclusions.
3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
   1. Breaking down the data by country would allow you to dig a little deeper into which countries have the most campaigns, which countries have been the most successful, and which categories or sub-categories may be successful in certain countries but not others.
   2. Comparing the outcomes with the number of days the campaigns are active (from launched date to deadline date) may offer additional insight into which length of time is most successful. You could further break this down with the goal ranges to assess if longer times are needed for higher goals.