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

1, The projects in the category of Theater, Music and Film & Video tend to have the most success percentage, whereas Food and Games have the least success percentage compared to being cancelled or failed. Food and Games has below 50% success rate. But in general, there is more successful projects than failed or cancelled together. Projects under category journalism is a 100% success.

2, More data is available in the table for projects under Plays Projects which are either World Music or Audio Projects are all successful. All projects other than Food trucks, Video Games, Science Fiction and Mobile Games have more than 50% success rates.

3, There is a huge dip in the total successful projects in August, where the total failed and cancelled having one of their most upticks. By the end of the year, the rates keep decreasing for successful whereas slight increasing trend for failed projects.

* What are some limitations of this dataset?

1, There is more data available for the subcategory Plays much more than any other categories which make them less comparable with others unless a statistical analysis is made.

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

1, Could be an analysis of the period between the Date created and Deadline make us draw more findings.