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

a. From the parent category, most companies were from "theatre," while "journalism" had the fewest.

b. Among the subcategories, most companies were from "players."

c. More than 50% of the companies were successful.

d. More companies started their campaigns in July than in any other month during the year.

2.What are some limitations of this dataset?

The amount of money was in different dollars, this makes it difficult to compare the amount of money of different projects from different country.

1. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
   1. Analyse country differences, like how many from different countries, and the percentage to get successful.
   2. Analyse the relationships between staff\_pick and outcome.
   3. Analyse the duration/ time of the crowdfund and to check if longer time gets higher possibility of successful.