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

Based off the parent category charts, we can conclude that film/ video, and technology would be the most successful, regardless of the grand total. This is because of the ratio that is higher, given that the theater category had the most successful outcome at 187, but also had the most failed outcome at 132.

We also noted that percentage successful was at 100% when the budgets were 20000 to 24999, 25000 to 29999, and 30000 to 34999.

We can also conclude that the higher number of backers, the more likely it is to be successful.

* What are some limitations of this dataset?

A possible limitation would be biased information, lack of variety. The majority of the fundraisers were in the US, so there is not a ton of variety or say from other countries.

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

A table/graph containing the outcome compering the outcome and average donation.

A table/graph with outcome and country, to see which countries have the higher success rates.