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

1. Among parent category, theater made the most successful outcome, followed by film&video and music with almost same failed outcome. Technology had lower failed rate than the successful ones.
2. Among sub-category, plays made the most successful outcome but also had the most failed outcome so it will have a high risk.
3. Over the years, campaigns had the most successful outcomes in July and most failed outcomes in Jan, May and August. Cancelled rate is almost the same during months but August is slightly high.

**What are some limitations of this dataset?**

1. We cannot evaluate their actual revenue and profit based on the provided data
2. This data set is based on different countries using different currencies so it’s not accurate to fully validate information.
3. The goal for each company is too conceptual. We should identify their specific goals and categorize them.

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

1. We could create tables to evaluate their goals based on different year and different country
2. Each company can provide their cashflow after using the platform and the revenues for the new generated products