**REPORT**

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

1. More than fifty percent of the campaigns were successful.
2. Less than 10 percent of the campaigns got canceled.
3. The subcategory “ play” had the most campaigns.

What are some limitations of this dataset?

There are a lot of blank spaces in the data set. There is too much unnecessary information.

* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + We could have created the scatter plots of the individual campaigns to see the relationship between the backers count and the success , failure or cancellation rate.
  + A 2-D or 3-D pie chart could also be used to generate better visual understanding of the data.
  + Making a whisker chart could help us find the outliers in the data .