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

* Those with a successful outcome had no less than 100% backing.
* US is responsible for more ¾ of the campaigns.
* The least successful were games at only 44% success rate. The most successful was Journalism with 100% success rate.

2. What are some limitations of this dataset?

* No data to tell why some campaigns were more successful than others.

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

* Table to show which fields were more successful as well as which countries had a higher rate of campaigns. These are tables I used when showing the three conclusions.