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

Over the different categories provided or crowdfunding, we can conclude that it has majorly been successful.

We can conclude that the sub-category “PLAYS” get the most number of crowdfunding.

The Parent category “ Journalism” has had the least amount of crowdsourcing opportunities. Despite having the least amount of crowdfunding it has only been successful.

* What are some limitations of this dataset?

Some limitations of the data are small sample sizes, inaccurate representation of the population. Other limitations included unreported outcomes or altered self-reports.

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

We can create a table that shows outcomes vs Categories over the years through a line graph. This would help understand how the crowdfunding efforts have shifted over time and what the public is interested in.