**Module 1 Challenge**

* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
* What are some limitations of this dataset?
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  1. The most successful category is theater.
  2. The most successful subcategory is plays.
  3. Not a lot of Kickstarter projects go live.

1. 1. The number of years only cover 2010 to 2016. Would be better to get more years of data.
   2. Does not explain the difference between “live” & “successful”. Same thing with “canceled” & “failed”.
   3. A graph about the Average Donation per category to see what category has the highest donations on average.
   4. A graph about the Percent funded to see what categories & subcategories are highly funded.