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

The successful campaigns drastically fall on August after having its peak in July.

The categories with the most successful campaigns are film & video and music, and the riskiest category to have a campaign is theatre.

The subcategories with the highest successful rate are Rock and indie rock.

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

Only watching the numbers of the successful or failed campaigns do not give us a proper understanding on why the campaigns fail. Is it because the team working on the successful campaigns is bigger? Do they have more experience? Are they using a specific working method like SCRUM?

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

Some possible tables could be:

* Number of campaigns by country and its success
* Goal vs pledge
* Categories vs backers