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

Theater campaigns are overwhelmingly the majority, with the next two closest categories being Film & Video and Music having roughly half the number of campaigns. If you are looking at trends, the data can be greatly skewed by the Theater category so it would help to filter the categories.

In 2011 there was a spike in failures that would be followed by a dip in campaigns for the next two years. In 2016 we see another spike in failures and a drop off in successful campaigns. This could be due to economic issues and we can also note these were election periods. After the drop off in 2016, we can notice a climb in successful campaigns and low numbers in failures as well as canceled campaigns.

Campaigns with a goal of $15000-$35000 have the highest success rate with a 92% success rate, however this is misconceiving as the number of projects is very small at just 38. A more accurate range to view successful campaigns would be campaigns with a goal of $5000-$10000 which has a success rate of 83% and 231 projects.

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

The data we have access to doesn’t show all of the countries and while it shows most of the categories there are a some that are not included. It also doesn’t say what source the data is pulled from whether it’s Kickstarter or Indiegogo and if other crowdfunding sources are considered such as GoFundMe.

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

* Tables that show the country and currency along with a conversion rate that shows relativity to one currency such as USD.
* Graph or table that shows success relative to period of time the campaign was open for.
* Scatter plot that shows major outliers