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

We found from the pivot table sheet (chart and table) that plays are the most successful sub categories, we can conclude from the chart that mobile games failed most of the times, as well as electric music.

If this data presented to the backers, it will help them in choosing which sub category worth supporting.

No if we look at the chart the represent the relation between the success rate and months, we can conclude that most success rate starts increasing from April, toward fall and winter the success rate is less, which indicate that summer is more suitable for campaign.

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

Since the currency is different from line to line, I am not sure about how much this data set represents the population (each country should have different weight on the result depend on their population).

* **What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**
  + Other possible tables and/or graphs that we could create: graph shows the relation between the donation and the parent category.
  + Graph showing the relation between the duration of conversion and the success rate.
  + Analyzing data by country/state/currency.
  + Additional value would they provide: show which category attract more donation!.