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

Based on given data, we can observe that there are many categories that participated in crowdfunding campaigns. These are some observations that we can draw:

1. For campaigns in Journalism category success rate is 100%. This might be an indicator of a greater chance of success if one’s project is related to Journalism.
2. The subcategory of Plays in category Theaters/Plays has the highest occurrence. Thus, plays are the most common crowdfunded campaigns.
3. In summer season, there were more projects started than in any other season.
4. In the goal analysis sheet, we can clearly see that projects with a goal between $10,000 and $15,000 and projects with goal above $50,000 are more likely to be unsuccessful.

# What are some limitations of this dataset?

1. The data is limited to yearly and monthly spread. There is a lack of daily insights.
2. The data is limited to campaigns from 7 countries only.
3. Projects are short term, from 1 day to approximately 2 months. There should be longer crowdfunding projects that are not listed here.

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

1. We can draw graph for outcome vs duration, we can have insights on how the campaign duration is related to the outcome of the campaigns.
2. We can plot currency vs outcome, so that we can observe campaigns in which currency are more likely to be successful.