

1. From the data set we can see that certain categories or industries have more interest and more successful crowdsourcing campaigns than other industries. For example the film & video industry, the music industry, and the theater industry tend to have the most amount of crowdsourcing campaigns and also have the highest amount of successful campaigns.
2. The second conclusion we can make from the data is that journalism has the lowest amount of campaigns, but tends to have the highest success rate of 100%. This data set is not a great indication of success or failure due to the lack of data, however it does appear journalism has the lowest interest in crowdsourcing campaigns.
3. Another conclusion one can make from the data is in the subcategories section, plays tend to have the most interest in crowdsourcing campaigns out of all sub categories by a large margin. This might indicate that the theater industry has a method or a strategy for crowdsourcing that is better suited for the industry.

Some limitations of the dataset can be the limited data provided for some categories and subcategories. However if the timeline that all data was captured is fixed and relevant to one another it points a bigger picture that some industries truly have very little crowdfunding, and some industries have all the crowdfunding ability.

The stacked bar graph really helps visualize the disparity between certain industries. A pie chart would create a similar visual showing the amount a certain industry takes in terms of the entire pie compared to the other industries. With a pie chart showing percentages of each industry can be a better visual than the stacked bar graph.