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

The top 3 successful are the theater, film and video and music. The 3 failed are same as well. The least failed is journalism but those are the least started.

What are some limitations of this dataset?

It does not give the types of film, food ect

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

If the staff picked this typf of category for the kickstarter. It might give an idea on how what can be successful.