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

1. Given the data from crowdfunding campaigns it can be concluded that the campaigns with a higher percent funded, were more successful.
2. After looking at the data, plays had the most success from the campaigns.
3. The number of backers from the campaigns did not affect the outcome.

* What are some limitations of this dataset?

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