**Crowd Funding Report**

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

1. Plays are the most crowdfunded subcategory overall.
2. Overall 56.5 % of crowdfunded campaigns were successful according to the dataset.
3. Campaigns that have a set goal between 1000 and 4999 have a greater success rate with the highest number of total projects.

2. What are some limitations of this dataset?

1. The majority of the data set entries are US based campaigns which has a tendency to skew the results towards US interests.

2. Some categories are informationally under represented in the table such as journalism which has a 100% success rate, but there are only 4 campaigns.

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

1. Display a table or graph that shows crowdfunding campaigns exclusively based on country. This will provided backers information specific to their home country’s success rate per category.