* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + From this data we can learn that crowdfunding campaigns are the most popular with plays and rock music because these areas have the highest number of successful campaigns. We can also learn that June and July are the best months to create a campaign because those months have the highest number of successful campaigns. Lastly, we can learn that the least successful campaigns are in the areas of radio & podcasts, world music and mobile games because they have the lowest success rate.
* What are some limitations of this dataset?
  + Some limitations of this dataset would be that it is not large enough to cover all the categories or subcategories that people might be interested in. It is also limited by the fact that we don’t know how the project sizes compare over time.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + We could use a pie chart to show the distribution of categories or parent categories or we could also utilize a scatterplot with a trendline to show the trends in the successful or failed campaigns.