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

There have been more projects related with arts rather than technology;

Most successful projects were with goals between 15000 to 35000;

The most expensive projects failed more often than the others;

1. *What are some limitations of this dataset?*

Those responsible for projects were not described

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

Intervals of time spent on crowdfunding;

Demographics of consumers of the product which projects aims to deliver;