1. Three conclusions that we can draw about Kickstarter Campaigns are Theater projects, and more specifically, plays, are the most common projects people try to start on Kickstarter. Another conclusion we can draw is that Technology projects are the hardest projects to get off the ground using Kickstarter, as most either failed or were cancelled. Lastly, we can conclude that music projects are the most successful, as they have the highest perfect of projects that were fully funded.
2. Some limitations to this data set are that it doesn’t say anything about demographics of the donators. Also, I’d say another limitation is that it does not tell us the maximum or minimum donations, just the average, after we figured it out for ourselves.
3. Some other possible tables or graphs that we could have used are pie charts, especially for the graph that only uses the parent category. We could have used scatter plots as well. We also could have formatted the pivot tables to show multiple different types of information, as well as narrow down the information that we did decide to choose.