1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

Music and Theatre have a very high success rate. While on the other had food and games have a very low success rate. Out of theatre, plays have a very high success rate along with documentaries in film. While drama and animation in film have a very low success rate.

Some limitations of the dataset are that it does not take in account of social changes that might be occurring. Global and regional interests could be different as well which are not captured in the data we have available currently.

We could create tables with information broken down regionally or by cities. We could also break down the income levels of those who pledge.