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

* The most funded category on Kickstarter is theater, especially plays.
* Between 2009 and 2017, there are more campaigns from January to November that are successful than campaigns that have failed or been cancelled. However, in December, there are more failed campaigns than successful ones.
* Looking at the pivot chart describing sub-categories for every country, campaigns that fall under rock, television, hardware, documentary, tabletop games, and classical music seem to have the greatest success to fail/cancel ratio.

1. What are some limitations of this dataset?

* The dataset does not give any information with regards to what dictates a successful campaign (i.e. is it successful if it is fully funded or successful if it accomplishes the goal of the project).
* The data is still a relatively small subset of the actual population of Kickstarter campaigns. (i.e. the dataset includes 4,000 campaigns, however there is likely many more campaigns than that).
* There are multiple currencies that affect the average donation number. (i.e. a weaker currency backed project may show a larger number in the average donation column which may look as though it has a larger value than the average donation for a campaign backed by a stronger currency).

1. What are some other possible tables and/or graphs that we could create?

* It would be interesting to look at the relationship between percentage funded and outcome. A scatterplot with percentage funded on the x axis as the independent variable and success/failed/canceled/live on the y axis as the dependent variable.
* It would also be interesting to find out if there is a relationship for successful campaigns between number of backers and average donation. (i.e. do successful campaigns have more backers or a higher average donation?).