*What are three conclusions we can make about Kickstarter campaigns given the provided data?*

1. Theater was the most successful and had the most responses, and of the theater the most popular were plays.
2. The most money is raised in the spring/summer, especially May.
3. The most successful pledges were $1,000-$4,999.

*What are some of the limitations of this dataset?*

It doesn’t explain why some campaigns failed and why others were successful.

*What are some other possible tables/graphs that we could create?*

Other graphs that could be used were a pie graph to show the percentages of the total successful, failed, and canceled.