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

* In regards to pivot table 1’s stacked column chart, which dealt with the count of how many campaigns were "successful", "failed", "cancelled", or are currently "live" per parent category, we can determine that theater (839) and music (540) were the most successful campaigns followed by film & video (300).
* In regards to pivot table 2’s stacked column chart, which dealt with the count of how many campaigns were "successful", "failed", "cancelled", or are currently "live" per sub-category, we can determine that plays (694) were by far the most successful campaign followed by rock (260) and documentaries (180).
* In regards to pivot table 3’s line chart, which dealt with the count of how many campaigns were "successful", "failed", or "cancelled" per month which could be filtered by year or parent category, we can determine that campaigns started in May (234) were the most successful overall the years in the dataset.

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

* A major limitation of this dataset is the amount of data in each category and sub category. When looking at the categories, there were (1393) entries for theater but only (24) for journalism. This large discrepancy of data makes the conclusions we made earlier a lot less certain. For instance, theater had the largest number of successes (839) of any campaign but when you look at the ratio of ("successful": "failed": "cancelled": "live") music performed much better. If we could get (1500) entries for each category we can give a more certain conclusion.

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

* We could create a pivot table of country vs state/outcome in order to determine which countries yield the most successful campaigns
* We could create a pivot table that compared the average donation amount vs category in order to determine which category backers liked to invest the most money in.