1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. According to the Pivot table in the sheet 2, in the Kickstarter campaigns Music has the highest percentage of successful projects. So, the Music projects should be encouraged.
   2. According to the Pivot table in the sheet 3, 100% of the animation projects failed, so no further investment should be done in the animation projects
   3. Based on the pivot table in sheet 4, the percentage of the failed projects ranges from 30%-46% with highest percentage of successful projects in the month of May followed by April (xx%) and February (xx%). December has the highest percentage of failed projects with the least successful projects percentage. December does not seem to be a good month for kick starting a lot of projects.
2. What are some limitations of this dataset?

The biggest limitation of this dataset is that the reasons behind any successful or failed event/project is not clear. We might plan the projects based on the number or percentage of successful projects but what drove success for those projects is not evident from the pivots. Another limitation is that the dataset gives limited opportunity to find the correlation among different attributes like percent funded, average donation, bakers count, etc. What exactly is the purpose of these attributes is not clear.

1. What are some other possible tables and/or graphs that we could create?
   1. We could create a bar chart to estimate the number of successful, failed and canceled projects in various countries
   2. A pivot table and chart to calculate the percent funding on the successful, canceled and failed projects