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

* Of the 4,114 Kickstarter campaigns, 53% were successful
* Of the 2,185 successful campaigns, the theater category had the highest approvals, representing 38% of all successful campaigns
* The Technology category had the highest number of projects canceled (178 out of 349)

2. What are some limitations of this dataset?

* Dates stored in Unix timestamps…
* We are analyzing only a small fraction of the 300K Kickstarter campaigns…

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

* We could analyze campaigns, categories and sub-categories by goal and pledge
* We could analyze campaigns, categories and sub-categories by the average donation per Backer