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

1. Based on the information collected, it appears that the higher the goal, the less likely a show will be successful. It can also be determined that the higher the goal, the more likely the show will be cancelled.
2. It also shows that the most popular shows that appeal to target audiences are those categorized by Theater and Music. Shows in the Music Category seem to have a higher success rate, while those in Theater are competitive since there are a large amount of shows in this category.
3. We can also conclude that spring and summer seem to be ideal times to start up a Kickstarter campaign in Theater and Music. There appears to be higher success rates during this time.

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

Although the given data has a significant amount of information, it does not include details of how the project was presented to backers. It does not indicate the amount of work that went into each project or how much exposure each project had to prospective backers.

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

Another graph/table that we could create would be a pie chart or a bar graph to show average donations for successful campaigns.