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

* Category *Theater* and sub category *Plays* make up more than a quarter of all Kickstarters during this period.
* Category *Journalism* and sub category *Audio* were all cancelled during this period.
* On average the category *Food* is the least successful and the category *Music* is the most successful.

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

* A very common criticism of Kickstarter projects is the frequent failure of successfully funded campaigns to deliver the product or service promised in a timely manner if at all. Data that reflected whether the goods/services were in fact delivered and whether the delivery was early, on time, late or not delivered would overcome this gap in the dataset.
* Data that identified the Kickstarter project owner, or previous experience/success.

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

* Sum of *Backers* by Sub category filtered by *Years*.
* Count of State by *Category* filtered by *Spotlight* (True/False) or *Staff Pick*
* The Percent Funded and filtered by Category or Sub category.
* The length of time between Date Ended Conversion and Date Created Conversion (new column) by *State* filtered by *Category*.