1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
   1. There are no Kickstarters still live that were created before January 1, 2017. Majority of the successful Kickstarters were from the sub-category plays. The theater and the music category were the two most common Kickstarter categories, while journalism was the least common Kickstarter category. The journalism category was the only category that didn’t have any staff picks or spotlights; also, all the Kickstarters in this category were canceled. Up until 2014, majority of the Kickstarters were successful.
2. **What are some of the limitations of this dataset?**
   1. Information regarding the distribution of donation amounts is not available. This hides the fact if the Kickstarter received a few large lump sums or multiple donations that were close to average donation. Data is limited by the volume of Kickstarters over the years. The years 2014, 2015, and 2016 featured the most Kickstarters which has an impact the percentage of successful, failed, and canceled Kickstarters. The more Kickstarters will likely dilute the amount of donations due to the amount of options available.
3. **What are some other possible tables/graphs that we could create?**
   1. A histogram could also be created to display the frequencies of backers for each category. A 100% stacked column could be to help differentiate the relative amount of successful/live/failed/canceled outcomes in respect to the total amount of outcomes per category. A pivot table looking at the just the amount of Kickstarters per each year will give an idea of how popular Kickstarter became over the years and the effect that has on the various outcomes of the success of each Kickstarter.