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

1. The number of people who responded in the “plays” sub-category was far larger than any other sub-category.
2. Based on the graphs and using the filters, Kickstarter campaigns elicit much more interest in the US than the other countries combined.
3. There is not much variation in the percentage of campaigns that are successful by month, with April through June being slightly better and December being slightly worse.

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

There is no geographical information. Do some regions do better than others? How do cities and rural areas compare to each other?

Plays are not broken down into genres the way books, music, and film were. Since Plays are lumped together, they seem to have much more interest.

There’s no data on how much relevant experience the campaigners had prior to their campaign.

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

It would be informative to track how the number of projects and the percent of successful projects varied by year.

For instance, I found the number of projects increased from 2009 through 2012 (from 14 to 282), was 274 in 2013, and then went way up to 976 in 2014, was 1225 in 2015, then went back down to 950 in 2016, and was at an annual rate of 628 for the in the first quarter of 2017.

On the other hand, the success percentage was about 75% in 2009 through 2013, and then dropped to about 48% starting in 2014.

So pivot tables and pivot charts could highlight Kickstarter campaigns becoming more popular and less successful with time, and then their popularity going down.