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

* Theatre has been most successful campaigns with 839 successful
* Music comes on the second position with 540 successful
* Film and video has been third with 300 successful

1. What are some limitations of this dataset?

* This is just a representation of the stats provided calculated with given data.

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

* We create graphs like percent funded, graphs bases on dates, successful campaigns