1. Given the provided data, what are 3 conclusions we can draw about Kickstarter campaigns?

* Theater Kickstarter campaigns were the most popular to start, with the subcategory of Plays being the most prevalent.
* Between the different primary categories for Kickstarter campaigns, the music category had the highest success rate.
* Finally, based on the data starting a Kickstarter campaign for journalism, will ultimately end in it being canceled most likely every time.

1. What are some limitations of this dataset?

* Some of the limitations of the data set were the fact that there was no data to measure why certain campaigns were successful, failed, or canceled. For example, we did not necessarily have a measurement for what demographics were more likely to contribute or not contribute to the different campaigns. In addition, we did not have a measurement for what the average duration of a successful, failed, or canceled campaign, which in return could have given us insight on how they got their outcome.

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

* One other possible table we could have used was one to analyze the success and failure rate of Kickstarter campaigns for the different categories and subcategories.