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

Using the data represented in the Category chart, we can infer the following:

1. Theater had the most number of campaigns.
2. Technology had the most cancelled.
3. Journalism had all cancelled.
4. What are some of the limitations of this dataset?

Sampling data set is narrow. More spread can provide more trends.

Additional Data like skill-set of entrepreneurs would through more light into other possible reasons for the trend.

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

One interesting graph could be to explore the relationship between an outcome of the campaign to itsfunding amount.

From a high glace it looks as if all successful campaigns are fully funded.