1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * The top three categories that are likely to be funded are film & radio, music, and theater.
   * The highest failure rate for kick-starter funding are in the following categories: technology, food, and publishing.
   * The third pivot table is telling that approximately 50% of kick-starter campaigns are successful while 50% of kick-starter campaigns are likely to either fail or be canceled.
2. What are some limitations of this dataset?
   * There aren’t any aspects of data to show why projects have failed or were canceled, or characteristics of projects to show why kick-starter funding would be successful
   * Beyond kick-starter funding were the projects successful? What percentage of successful kick-starter projects were complete and brought to production, for example.
   * We also don’t know where the projects will end up, more mainstream or small local based community projects, perhaps this would be help to know in correlating success of completed projects or popularity for funding.
   * The range of funding needed on projects varies significantly, from $1- $100,000,000. Additionally, the duration of time for funding varies as well.
3. What are some other possible tables and/or graphs that we could create?
   * In the first and second pivot tables, seeing the percentage of failed, live, successful vs. canceled to draw out the likelihood of successful funding in categories & subcategories would be nice to see.
   * I would want to know the correlation between duration of funding period and % funded, and duration of funding period & success rate
   * I would like to see an average donation by category and by per sub-category