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

2. What are some limitations of this dataset?

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

The provided data gives some overview of the compaign strategy that they followed, setting some goals and trying to reach the goals through various mode of categories, some of the success shows the team followed the strategy and achieved the goals.

Some of the success are overflow and above the compaign propaganda and much satisfying on the steps they followed.

The team followed the blurbs, strategies, categories.. and reached the goal, the stat shows the success on most of their campaign strategy.

Only few are cancelled and failed, some of the success results overtook these scenarios.

The limitation of data set shows success, cancelled, failed, and the reason for canceled and failed are minimal and could not provide strategy plans on upcoming campaigns.

The pivot tables are created for success based on category, and sub category, also included filter for year and other required columns.