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

From Pivot table 1 we can learn:

* Theater over all is the most successful.
* Music is the most successful by percent.
* Journalism and food are lest successful.
* Technology is surprisingly not as successful as one would think given how much technology is used today.
* Overall most campaigns have around a 50/50 chance of being successful

From Pivot table 2 we can learn:

* Plays are massively more successful than anything else

From Pivot table 3 we can learn:

* The number of canceled campaigns does not seem to depend on what month they began
* Campaigns seem to be more successful earlier in the year than later

1. What are some limitations of this dataset?

The numbers on which campaigns are more successful maybe screwed by the number of projects in that field.

The goals for funding are dictated by people and they might be underestimating or overestimating how much there Kickstarter needs, thus moving the goal around.

Some Kickstarter may have received money from outside sources. If I was starting a business I would ask for money from other people and places.

Low goal projects may be easier to bring to success. Similarly, high goal projects could be more difficult to complete.

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

Separating out the goal amounts into sections based upon dollar amount. Then looking at the success, fail, canceled, and live would be interesting. It could show which dollar amounts for various campaigns are more successful than others.

A pivot graph with staff picks and spotlights then opposed to success, fail, canceled, and live would be good too.