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

Based on the data provided, we can make the following three conclusions about Kickstarter campaigns:

* Campaigns with goals of less than $1,000 had the highest chance of success (71%) as compared to all other ranges
* Technology campaigns have the highest chance of cancelation (30%) when compared to all other categories of campaigns
* The only type of game with successful campaigns were tabletop games, while 100% of video game and mobile game campaigns failed

**What are some of the limitations of this dataset?**

The data only contains information on campaigns that started between May 2009 and March 2017. Not all countries are represented by the data. This data set only represents roughly 4,000 campaigns out of the 300,000 total campaigns. It’s also unclear whether or not all available categories and sub categories are represented in this dataset.

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

We could create pie graphs for each category/sub category that shows the breakdown of successful, failed, canceled, and live campaigns. We could have also created a scatterplot of all campaigns that showed the relationship between initial goal and pledged amount. Lastly, we could have made a bar chart that displayed the total number of backers for each category or sub category of campaign.