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

Categories such as Film and Video, Theater, and Music have the most success when deciding what kind of Kickstarter to create. Subcategory plays has the most success out of all the categories and subcategories. Technology Kick starters get canceled the most out of all the categories.

1. **What are some limitations of this dataset?**

One limitation would be that the data doesn’t tell us specifically why certain categories are more successful than others. This data that we are presented with also doesn’t cover every single country. The person asking if they should create a Kick starter could be living in a country that wasn’t even listed in the data.

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

We could create a scatter plot to determine more precisely if the any of the categories are trending upward even though they are not higher in success than others. We can also use moving average to see trends with the different categories.