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

A few conclusions that we can draw about Kickstarter campaigns, are that Technology is the most successful, we can see that film and video also didn’t do so well, all the projects under journalism were canceled.

1. What are some limitations of this dataset?

Being most of the data well most of the data are fluctuating.

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

I believe a graph would be very helpful showing the percentage of the total number of different category and different sub-category.