* Create a report in Microsoft Word and answer the following questions.

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns? Explain the reasoning behind your answers.

Restaurants and food trucks have never been a successful campaign subcategory

Mobile or video games have never been successful on Kickstarter, but tabletop games have a 100% success rate.

In the publishing category, nonfiction has always been successful, while fiction and children’s books have never been successful.

Theatre is the most popular category, with a 60% success rate.

1. What are some limitations of this dataset?
2. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?