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

* Campaigns that have smaller monetary goals are typically more successful
* Theatre kickstarter campaigns are the most popular
* Technology kickstarter campaigns have a high failure rate

What are some limitations of this dataset?

* The data does not provide any information regarding the group that is requesting money. We do not know the history or success/failure rate of the group regarding past projects.
* The data is a limited subset of all kickstarter campaigns. Arbitrarily selecting some may skew results in one direction.
* The dataset does not provide the amounts of each individual donation.

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

* Graph showing the relationship between the average donation and the different type of campaigns. What type of campaign has the largest donors on average?
* Graph showing the relationship between the number of backers and the different type of campaigns.
* Graph showing the amount that campaigns were underfunded. The amounts could be in classified categories (0-5%, 6-10%...)