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

The first conclusion is that there were more successful campaigns then failed or canceled and also majority of the campaigns were done within theater and plays. We can also conclude that 46% of the campaigns either failed or were canceled. Lastly, we can conclude that if a campaign had more money pledged then funded, it seems that the campaign was successful.

1. What are some limitations of this dataset?

Some limitations of the dataset are, the currency is all from different countries. Another limitation is the backers count and where the number came from. A limitation could be the launched date versus the deadline, they all have different amount of time to complete each campaign.

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

We could have created, a pivot table that showed the goal of money to fund for each campaign versus pledged to see if that had a factor in making a campaign successful or failed. We could have also created a pivot table and graph to show which category and sub-category had the highest percent funded to see if one category got more attention/money than others.