1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

* As the goal amount increases so does the likelihood of a campaign failing (from 25% to 58%) or being canceled ( 4% to 23% ).
* Technology category has the most canceled campaigns ( 178 of 600 ).
* The only live categories are Theater (24), Music(20) and food (6).

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

* There are different currencies, if campaigns are compared in amounts (not percentage funding) it can be misleading.

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

* Column with time from creation to end, and graph with time vs Category or subcategory or country.
* Graph showing number of backers vs Category or subcategory or country