1. From the data three things that we could have gathered would be that theater has the highest number of projects on Kickstarter. We could also tell that with food and game projects, a significant more amount of projects failed than were successful. Also there were overall, more successful projects than failed but not my a large amount.
2. Some limitations of this data set is that the details of the projects vary so it would be difficult to generalize and come up with a concrete outcome because the number of projects created per category all vary. Another potential limitation with the dataset is not knowing some of the variables in certain project categories would have contributed to whether they were successful or not.
3. Some other tables we could create could compare the projects or success by country, or the amount of money pledged to how successful the projects were. I think that could have had a large impact on whether the projects were impacted or not and we did not do a table to specifically look at the amount of backers or money raised.