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

* Music is the most successful Kickstarter campaign out of all campaigns.
* Plays have the highest submission rates with a total of 1066 submissions out of the 4114 submissions.
* Overall, there are more successful outcomes than failed and cancelled outcomes.

1. What are some limitations of this dataset?

* This sample is not reflective of all countries. This sample reflects the most successful, failed, cancelled, and live Kickstarter outcomes in Europe, North America, and Asia.
* This current dataset reflects old data with the data collection being 4 years old (years range from 2009 – 2017). With the world ever change, some outcomes may differ to date.

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

* A scatterplot can be created to look for a relationship between the categories/subcategories as it relates to the outcome.
* A box plot can also be created to give a good indication of how the categories/subcategories are spread out due to the exercise comparing distributions between many groups.