1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Kickstarter’s highest gross and number of successful projects involve theater.
   2. The most popular campaigns within theater involve plays
   3. In total there has been more successful campaigns than failed, or canceled campaigns; however, depending on the category and sub-category, some campaigns have better chances that others with some categories and sub-categories having more failures than successes.
2. What are some limitations of this dataset?

A limitation could possibly be the size of the dataset assuming it’s a sample and outside information such as marketing and affiliations with and of the campaign.

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

We could create a pie chart with totals to show the amount of campaigns by category and sub-category. Pivot Tables can be made to see the effects on a campaign’s state by being a staff pick or spotlight, which we could use the data to make bar charts. We could make another pivot table that takes the campaigns’ country of origin to see their community’s participation on the platform (We could see hints on how familiar people are with Kickstarter in their country or if certain countries fair better than others).