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

* The rate of success is higher compared with failure, cancellation rate as they are lower. The data show Live participants for the month of January, February and March.

What are some limitations of this dataset?

* There was way too much data and subcategories. It was hard to have to full comparison. For example, out of the 4 thousand plus participants only 50 went live.

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

* We could probably have utilized a scattered graph with a linear line to show some consistency with our data and trends.