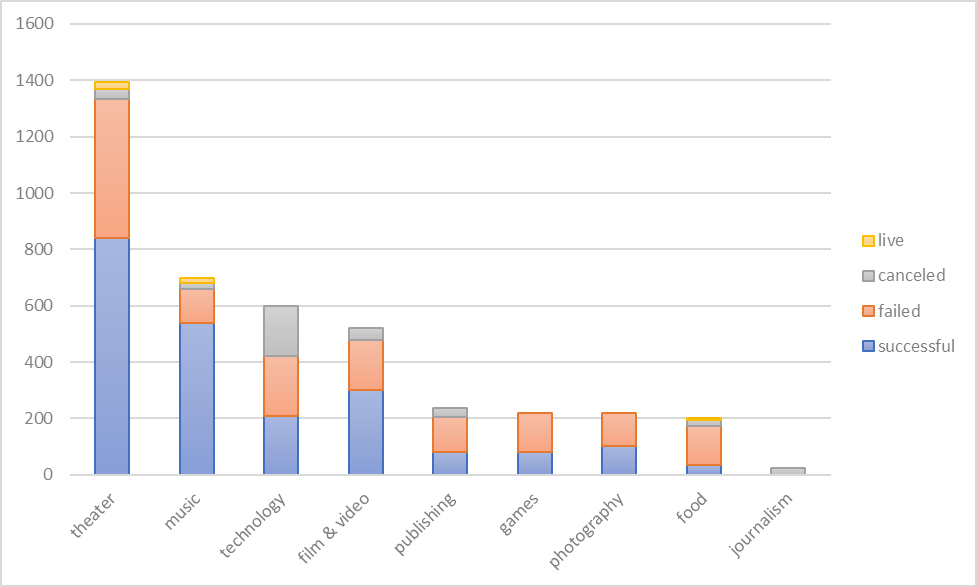
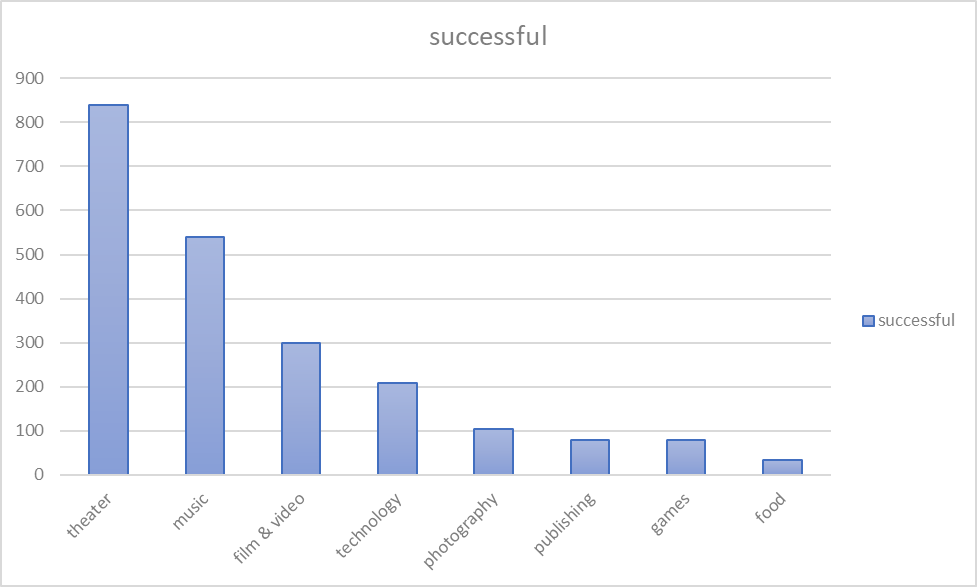
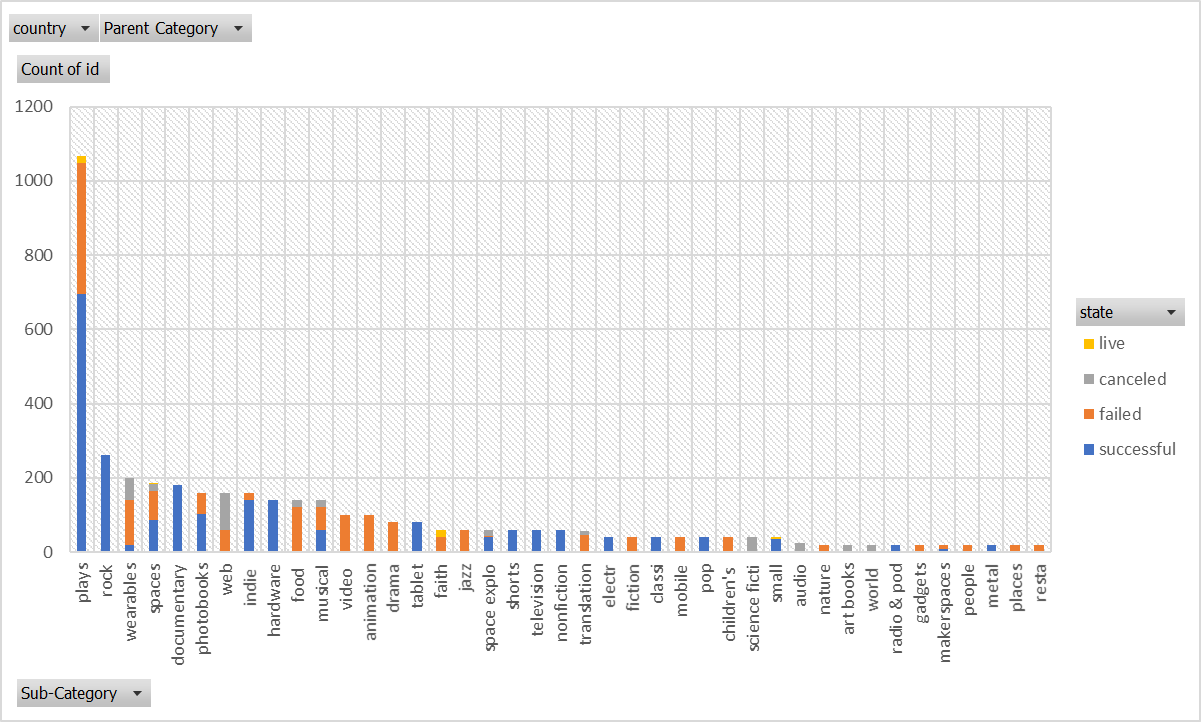
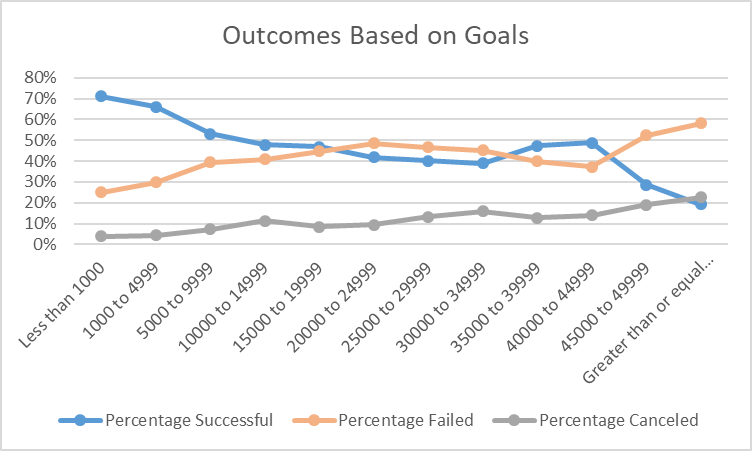
1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

Theatre, Music, Technology, Film & Video seem to comprise > 50% of the overall # of Kickstarter campaigns. 



Accounting for just “successful” campaigns, theater, music, film & video still seem to comprise > top 50% of all campaigns, with film & video overtaking technology.

1. 
2. 
3. 
4. 
5. 
6. 
7. What are some limitations of this dataset?
8. What are some other possible tables and/or graphs that we could create?