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

* The majority of the campaigns were successful.
* There were more theater campaigns than any other campaign.
* Out of the theater campaigns there were more plays.

1. What are some limitations of this dataset?

* We don’t know why some campaigns failed are were canceled.
* Why do some of the live campaigns have no pledges?

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

* Convert the currency to a common currency for a better representation of goals or pledge amounts.
* Line chart with number of backers for each campaign.
* Bar Chart of country vs campaign.

Bonus Statistical Analysis

* Due to the large data set the Mean summarizes the data more meaningfully.
* There is more variability with successful campaigns.