1) What are three conclusions we can make about Kickstarter campaigns given the provided data?

* The majority of Kickstarter project are “successful.”
* The majority of Kickstarter projects are created in the US.
* The majority of Kickstarter projects are categorized as theatre, specifically plays.

2) What are some of the limitations of this dataset?

* We do not know the city where the project was created; therefore we cannot identify the correct time zone for each project.
* When analyzing how much money was made for each project, we are looking at different currencies. There should be a standardized conversion to see much how much was truly raised.

3) What are some other possible tables/graphs that we could create?

* Circle graph of the state of Kickstarter projects
* Circle graph of the countries contributing to Kickstart projects