* Create a report in Microsoft Word and answer the following questions.

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * According to Pivot 1 and Pivot 2 data, Theater/plays have the most campaign launch
   * According to Pivot 3 data, the most successful campaigns were during the first half of the year (from Jan to May, starting to decline in June onwards)
   * The most successful campaigns (success/fail ratio based on graph shown in Pivot 1) were related to music
2. What are some limitations of this dataset? To find out why certain campaigns have zero failure rates (outliers, human reasoning to do with emotions, i.e. shorts have x amount of average donations and less failure rate, but why? Do people enjoy watching short films more? Is it the genre or the blurb of the short films that entices them to back the campaigns?) There are some limitations related to psychology and human emotions that affect the data set.
3. What are some other possible tables and/or graphs that we could create?
   * Cancelation correlated to not enough funds raised
   * To find out which one has zero failure rates (or highest failure rates) compared to average donations