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

* Film and video, music, and theater are the most popular campaigns on Kickstarter with the highest success rate.
* Plays, in particular, have the most campaigns on Kickstarter with a 60% success rate.
* Campaigns with a lower goal have a higher success percentage and lower failed percentage.

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

* I believe some useful data that is missing from this dataset are the number of updates the creators made throughout the duration of their campaign along with the number of reward levels. Project comments and shares on social media would also be helpful to see how much of an effect they would have on the outcome.

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

* Project duration graph to show the average number of days it took for a campaign to reach their goal sorted by state.
* Spotlight vs. Non-spotlight graph to show whether there is a trend between successful, failed, and canceled campaigns that have a spotlight page and those that don’t.