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

**US has the maximum project launched.**

**Theater Category has maximum successful campaigns**

What are some limitations of this dataset?

**How the campaign were promoted? Example using internet/technology.**

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

1. **Graph and pivot table by Country and Category that gives the count by category**
2. **Graph and pivot table by country and state that gives the count by state**