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

* Funding for theater deemed to be more successful.
* Second option will be for the music industry
* Also, there is a high probability in the theater industry to fail.

What are some limitations of this dataset?

* It would be better if data provided specific demographics like : gender and age

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

* Goals met and percentage funded.