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

* Three conclusions we can draw from the Kickstarter campaigns:

**Conclusion 1** is that it appears entertainment projects within the music, theater, and film and video industry are more likely to be successful and garner adequate attention to be funded.

**Conclusion 2** is that journalism is not a recommended category or field to attempt to get funded through this platform.

**Conclusion 3** the rate of canceled projects seems to be consistent throughout the year.

1. What are some limitations of this dataset?

* Some limitations of this dataset are the size of data and the amount of details. In my opinion there is a lot of information to consider when analyzing the data. The size and the various categories make it tedious to work through. In addition, amount of information makes it difficult to locate a solid trend of past successful projects.

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

* Other possible tables and/or graphs to make it easily understandable to see trends would be a pie chart to show an evident comparison of successful, failed, canceled, and live projects. I also think a doughnut chart with data labels would be a good option to display the multiple datasets.