1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Based on the data provided in the Categories – Theater is the most common Kickstarter
   2. Based on Grand total data, more Kickstarter’s are successful than fail or are cancelled.
   3. Plays are the most common subcategory of Kickstarter’s.
2. What are some limitations of this dataset?

There are many depending on the questions asked. While looking for interpretation, having % successful/cancelled/failed would be a relevant data piece vs numerical amounts. Further analysis would be helpful regarding whether they were successful in funding or successful in goals and how those are related.

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

Length of time in funding process would be helpful as a function of funding. Also, some qualitative analysis would be helpful regarding what exactly the Kickstarter’s did.