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

* According to pivot table by category, more successful campaigns were for category theatre.
* According to the pivot table by country, Germany showed hardware was the most successful sub-category.
* According to date conversion data, the most successful month was May.

1. What are some limitations of this dataset?

We cannot tell who the backers are, we only have a count.

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

We could have created only one currency and where the data for the goals came from.