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

Based off of the following data a vast majority of Kickstarter campaigns are based off of the US. There may be other factors that affect whether campaigns succeed or not, such as economic problems. The most successful categories and sub categories are theater and plays.

1. What are some limitations of this dataset?

Some limitations of the data are that the data is only based off a certain decade. This data would be different as time went on. Other limitations are that this mostly based off information from the US.

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

Some other possible table and graphs could compare would be a bar graph that shows how well certain categories did in a specific year. Another graph we could compare the amounts of money for the various countries that were successful and that failed.