1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

* Technology had the highest canceled funding (178) while games and photography had no canceled funding.
* Theater, Music and Film & Video were the three highest funding that resulted in success; Theater had the largest funding counts and Journalism had the least (24).
* Cancelled funding ranged between 21 to 37 over the months.
* Failed funding averaged about 128 per month.
* Successful funding peaked during June and July.

2. What are some of the limitations of this dataset?

* Sample size and source
* Size of each project to funding amount (Some require more funding than the other.)

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

* Location analysis (project to source)
* Time series analysis
* Thematic analysis