Create a report in Microsoft Word and answer the following questions...

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

* The number of cancelled & failed projects are higher for Technology related projects whereas number of successful projects are higher for theatre.
* High percentage of successful and failed projects are due to the play related projects.
* Radio & podcast, Pop, non fiction, metal, hardware, electronic music, documentary and classical music , shorts, tabletop games, television projects are the only projects with 100 percent success rate.

1. What are some of the limitations of this dataset?
2. What are some other possible tables/graphs that we could create?