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

* Based on Pivot Table 1 theater and music had the most successful categories.
* Pivot 2 shows that Plays and Rock were the most successful sub-categories; however, Plays also had a substantial amount of failed campaigns as well.
* The months April, May, and Jun had good run of success with May being the highest month of success and April also having the most failure of campaigns.

1. **What are some of the limitations of this dataset?**

* Based on our data we don’t have a true population size or sample. Our data only represents only 4,000 Kickstarter projects out of the 300,000 projects that were launched and reported, so our data only gives us a fractional outlook of the whole picture. Also, we don’t know if the little data that we have is randomly selected or selected on popularity?

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

* We could create a table/graph that visualizes the state (successful, failed, etc.) versus the country or currency. We could also look at how the average donation or backers count compares to the initial goal, so that we can determine if certain campaigns have interest groups or popularity.