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

About 53% of the Kickstarter campaigns are successful, 37% fail and only 8% are cancelled.

The majority of the funded campaigns are Theater Plays whereas all the Journalism campaigns have been cancelled

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

We lack information to determine why some campaigns (theater, Music) have a high success rate, while some other (Journalism) have a low one.

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

* A success rate graph by Goal and Category
* A success rate by staff Pick (to determine how much that influence the funding of a campaign)
* The Average donation by category