After analyzing the Kickstarter data, I have determined the following:

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

* Theatre / play kickstarters are wildly successful
* There is less decision-making in December; whereas most successful activity peaks at the end of Spring (May into June)
* 100% Science/Fiction kickstarters failed

1. What are some limitations of this dataset?

* Music appears to be a successful kickstarter, but it does not include all genres. This same holds true for other categories such as journalism; their subcategory is limed to audio (although all these kickstarters were canceled).
* 100% restaurants failed. There is no follow-up explanation as to why. So if I were a restauranteur wanting to raise funds via kickstarter, I’d want to know more about why the previous attempts failed.

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

* Which countries pledged the highest amounts of money? And then look at the categories for those countries. I’d like to learn, for example, if England supports theatre more than the United States.
* There could be more analysis of the failed kickstarters. Afterall, we want to learn from previous mistakes, so they are not duplicated in future. I would create tables to look at category/subcategory and focus on money pledged and number backers.