1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. It appears that a lot people have a strong interest in theater, very specifically plays.
3. The fourth quarter has the least number of successful projects than the other quarters.
4. Creating a new technological hardware has a very high chance of being successful.
5. What are some of the limitations of this dataset?

A major limitation is that it does not go into detail what the projects are. Additionally, it does not include projects from other countries either because there is no record or projects are not submitted from other countries due to the limitations of the individuals of that country.

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

A pivot table to see the breakdown of the countries. (Created in the Excel)