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

* Most projects that were successful also failed in a ratio of 3:2 between successful to failed only.
* Games and Photography do not have any cancelled and Live projects.
* Under sub-category, ALL rock, documentary
* Projects are likely to fail in December, and projects that were successful also have a sharp drop in the success rate.

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

* A major limitation in the data set provided, particularly with the pivot tables is that, whether we count by state, parent category, category or sub-category, we still arrived at the same outcome or result.
* Another limitation of the data set is that we cannot tell if the different currencies where converted using US Dollars as its equivalent (under goals and pledged) or if they were stated at their original value.

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

* A scatter graph can be used to analyze the data, bar charts, statistical charts, etc.