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

The most successful campaigns were those with a goal of less than 1000, at 71%, but many campaigns are those with a goal of 1000-4999.

From the category summary view we can see that theaters have the most Kickstarter campaigns.

From the subcategory view we can see that plays have the most Kickstarter campaigns.

1. What are some limitations of this dataset?

The dataset is considering various countries with different currencies. The limitation is that the amounts donated and the goal amounts may not be aligned.

There are several $1-$25 campaigns that may not be categorized appropriately in terms of the goal set or

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

Graph by year to see the trend of Kickstarter campaigns either increasing or decreasing over the years for each of the categories would be useful to see if assessing success/fail of certain categories.

Table/graph by average donation per backer for the different categories.