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

1. Theater, Music, Technology along with Film and Video were the biggest areas to use Kickstarter to raise money.

2. Over half of the sub-categories succeeded. With Classical Music, Documentary, Electronic Music, Hardware, Metal, Nonfiction, Pop Radio & Podcasts, Rock, Shorts, Tabletop Games and Television all succeeding 100%. However, 12 sub-categories failed along with 4 more being canceled.

3. starting a campaign in the beginning of the year until around May has the best odds of having success. May is when the successes begin to drop. Starting in April failures start to increase and stay at a steady rate until almost the end of the year.

**2. What are some limitations of this dataset?**

If we are using this info to give us the best chance for a successful Kickstarter campaign this is a good start. It can give us a good idea of when to start the campaign. It can even tell us if we have an idea that falls into a category that usually seems to be successful. However, it does not tell us what exactly the success stories did to pitch their product. While the sub-categories do give as an idea of what succeeds, they are still broad and can be misleading to say we have guaranteed plan for success.

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

To help with our research we could breakdown the info even more. We could compare the success of categories broken down by countries. This will give us more information to decide if we have the right campaign for the right area.

We could also breakdown the success even more and see which categories exceeded their goals by the greatest amounts. There may be some areas that flat out get more money than others.