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

Conclusion 1: Theater Kickstarters are more likely to be created as well as more likely to get funded and they’re also more likely to be successful than most other categories.

Conclusion 2: It seems that the likelihood to be successful is approximately the same for most of the more likely to be created Kickstarter categories.

Conclusion 3: Kickstarter had a massive rise in popularity starting around 2013, It looks like that popularity is waning after two years of growth and is significantly lower in 2016

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

The most glaring limitation I see is that we do not have a full year of data for 2017 so without breaking the data down into quarters it’s difficult to see how Kickstarter might have ben doing year of year in 2017.

I didn’t see any other limitations that were glaringly obvious while working on this.

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

We could also create a chart that combines the average donation into a few buckets to see how much people are likely to spend on average and then we could also look at that by category to look at if people are more or less likely to spend higher on average in that category.