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

Three conclusions we can draw from the provided data about Kickstarter campaigns:

* Journalism is the least popular, with no campaigns succeeding in our data set.
* Plays are far and away the most popular subcategory project, with both the most failures and successes.
* The likelihood that a campaign will succeed goes down drastically throughout the year after May

1. What are some limitations of this dataset?

The data is limited because it doesn’t present a “why” of what would make a Kickstarter campaign succeed or fail. I’m also not sure how the data on the original sheet was collected.

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

We could create a table or graph that shows staff picks per Category or subcategory, or show goals/amounts funded per year or category.