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

One conclusion is that a majority of campaigns succeed in May.

A second conclusion is that a majority of successful campaigns are theatrical campaigns that involve plays.

A third conclusion is that music is the second most successful campaign, especially ones that involve rock.

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

It does not cover whether the campaign remained faithful after it was funded. Some kickstarters can be fully funded and then later discover that they require more funds or are unable to complete their project with the kickstarter money.

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

We could create a table that would analyze which kickstarters from which countries were the most successful. From there we can create a stacked column graph that can show the total number of kickstarters from a given country and how many of them are failures/successes/live/cancelled.