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

The most successful month to start a campaign is May. Music and Theater have the highest successful returns. There have been more plays kickstarted than anything else.

2.What are some limitations of this dataset?

The data is almost to cumbersome. It also doesn’t say if the kickstarter went live or was truly successful when launched. Doesn’t give the parameters of who the staff is or what the spotlight info is in reference to.

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

You could create a graph of how much money was initially asked for and how much they made.

You could also show in a graph how close each starter was to reaching their set goal.