1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The worst month to start a Kickstarter campaign is at the end of the year. The amount of failures increases to surpass the successes and the amount of successes drop.
   2. The best time to start a campaign is in May.
   3. Journalism Kickstarter campaigns have very few instances and are cancelled often.
   4. Music has the best chance of being successful compared to other category campaigns.
   5. The highest success rate was with the least amount of goal.
2. What are some of the limitations of this dataset?
   1. Art and comic categories are excluded so we can’t be certain, for example that Music is the best category for success.
   2. We don’t have much data from other countries so making assumptions about success where the geopolitical status and culture is different could get us very different results than predicted. Especially if you are making a play or music dependent on that countries culture. An example of change is that the number of music campaigns decrease significantly when you take out the US.
3. What are some other possible tables/graphs that we could create?
   1. Regression of success or failure by each category and/or subcategory
   2. Success or failure by average donation or number of donors.
   3. Success/Failure by the amount of time the campaign has run.