1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

Given the Kickstarter data provided and after producing the various tables and charts as directed. Many conclusions can be drawn from analysis of these data, such as: For the highest rate of success of one’s campaign goal being met, one should launch in May. Or, whatever you do, don’t launch near the new year (Dec.) as this is where the rate of failed campaigns overtakes successful ones. Also, Kickstarter is a wonderful place to successfully fund a play. There are many other conclusions one could draw from these data, though they are from perfectly reliable. One of the biggest problems of this particular dataset is how zoomed out its scope is. The analyzation of these data should be no more than a first step toward understanding what makes a campaign successful. These data used for this study are very limited in what they say about things like the quality of the campaign advertisement, the target demographic of the campaign, as well the spread of the pledge tiers and the benefits of each, just to name a few downsides. However, further analysis of these data could produce still more useful conclusions, like perhaps a graph showing the relationship between the state of the campaign versus the pledge goal amount. A comparison of any stark differences between the data shown of the successful campaigns and the unsuccessful and cancelled campaigns could reveal other useful conclusions.