1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The most amount of Kickstarter campaigns fall into the theater category (34%). Specifically plays, plays make up 77% of the theater category and 26% overall campaigns. Amongst those submissions 65% are successful which makes up 32% of all successful campaigns. Overall 53% of projects are successful in reaching their goal.
   2. Launche date did not have much impact to the campaign. Canceled campaigns were mos consistant with only a slight spike in July and November but more campaigns were lauched at those times too. Failed campaigns did not show change too much throughout the year except less failed when lauched between February to April and January, June/July and November saw more failures to reach their goal.
   3. Looking at goal sizes showed an obvious relationship to success and fails on each extremes. When the goal was less than 1000; 71% were successful and 25% failed. When the goal was greater than 50000 only 19% were successfuland 58% failed.
2. What are some limitations of this dataset?

When the goal was greatly underestimated, it skewed the successful percentage. The average donation did not have much meaning having to base it on pledge amount and number of donors, especially when the goal was lofty.

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

It would have been interesting to look at the length of the campaigns and whether they had any relationship with success. A scatter plot with and regression analysis. It would also be interesting to see if plays were successful because their campaign goals were lower. There was also the opportunity to look at the difference between countries. At a quick glance the number of donors and the average would have been interesting to look at, more so that it had no correlation.