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

On average Music campaigns are more successful than any other kind of campaign

Kickstarter is not a good way to fund an animation project based off the fact that not a single animation campaign has been successful

Most campaigns are started in June/May

1. What are some limitations of this dataset?

The data in the dataset is not detailed enough to draw any meaningful conclusions about specific categories or timelines

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

Another table we could create is one that groups campaigns the length of time that the project was live and the state of those campaigns