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

* My first conclusion is that, by looking at the data we can see that during the month of May Theater and play kickstarters do really well. This is followed by a drop off later in the year.
* Theater and Film are also the most common kickstarters
* There is a decline in theater success rate toward the end of the year.

1. **What are some limitations of this dataset?**

Looking at the data there is no way to tell how these projects do over time. We are just looking at MoM. Looking at the change over a 2 or 3 year time frame could help uncover more.

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

A scatter plot might help us draw some trend line to identify trends in kickstarter campaigns.