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

In all countries, the category of theater had the most successful ventures. In the subcategories, however, plays had the most success. And lastly, launching in May would be the best time for a successful venture, with December being the worst time.

2. What are some limitations of this dataset?

Some limitations of this dataset is it only gives three “set” states for the projects, without the varying states of successfulness or failure.

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

Another table we could have created is the amount of money pledged and the success. Or the amount of money and time launched.