1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Just over half of all projects are considered “Successful.”
   2. Most projects are for entertainment (Film, Theater, Music)
   3. More projects are started in the summer months (May, June, July)
2. What are some of the limitations of this dataset?
   1. “Successful”, as a descriptor for the outcome, just means that the funds were raised and does not necessarily speak to the quality of the project or the success of it after initial goals are met.
   2. We cannot easily discern what makes the products successful without reading the individual
3. What are some other possible tables/graphs that we could create?
   1. A table comparing the average donations with successful and failed projects.
   2. A table comparing the average donations by country.
   3. A graph showing average goal by category.