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

Backers are more likely to fund, campaigns centered around entertainment.

Most of the successful campaigns were started in the second quarter of the year.

Campaigns that are spotlighted have a higher success rate of being funded.

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

The age of the data, the city, the popularity of projects’ organizers, and how the projects were advertised.

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

Goal, percent funded, average donation, number of backers.