**Kickstart Questions**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

From the graphs, we can see that theater had the most projects attempted. Along with the most projects, theater also had the most successful, live, and failed projects.

Another conclusion that can be made is the high rate of successful projects happening during May between 2009 to 2017. The highest rate of failed projects happened during July and October.

Faith based theater projects seemed to have the most current active projects and music-based projects were second in most active projects still in effect.

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

Data set contains data for the years of 2009-2017 and therefore, conclusions can only be made for projects within that period. The data was also only based on 21 different countries and therefore we can not determine how much success and failures projects say globally overall.

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

Other possible graphs that can be made is to see how many projects were successful, failed, and live based on countries. Tables showing which categories had the most pledges and which categories raised the most money for their projects.