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

* At the broad category level, the majority of campaigns across all categories fail.
* When the data is broken down further, there are more specific types of campaigns that are often successful (e.g., plays, rock, indie rock, hardware)
* Campaigns beginning in May are the most successful.

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

* There is little information about other factors that might make a project successful such as whether the person/people listing the product/project had prior success.
* Also, we do not know whether failed projects ultimately were successful when reformulate and listed again.
* There is no available information in the data to help determine whether the success spike in May is systematic or an aberration.

1. What are some other possible tables/graphs that we could create?
   * Probability of success as a function of absolute ask or ask relative to average ask per category or subcategory.
   * Probability of success based on whether the project was a staff pick or was spotlighted