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

On average, the highest quantity of successful campaigns have been in May.

Plays are the most popular project for Kickstarter campaigns.

Music projects have the highest rate of success.

1. What are some limitations of this dataset?

We are unable to see individual data points of donations and determine if there were any outlier donations (i.e. some people donate a large sum of money at the end of their campaign to ensure its success)

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

We could look at if, on average, staff picks had a higher rate of success than other projects.