KickStarter Trends!  
By: Jose Andrade

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Around half of the Campaigns are related to Theater and Music
   2. Campaigns are more likely to be successful if they are started at the first half of the year, rather than the second half
   3. The lower the Goal, the more likely the Campaign will succeed
2. What are some of the limitations of this dataset?
   1. The data is limited by the number of campaigns provided, 4000 is a low number compared to the size of Kickstarter.
   2. There could be more information provided such as the creators of campaigns.
   3. Not so much from the data set, but the different currencies used may be misleading as to how much was spent on the campaigns
3. What are some other possible tables/graphs that we could create?
   1. We could see how the length of the campaigns affect their success
   2. Which campaigns have the highest average donations
   3. Which Categories have the most money that were successful