**Starter Book Questions**

1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. Considering total volume and successful campaigns, theater, music and technology are the top three categories of Kickstarter campaigns.
3. Plays has highest total volume of activity within theater category followed by rock within music and wearable within technology.
4. Months of May, June and July starts with highest volume of successful Kickstarter campaigns and December is least successful month.
5. **What are some limitations of this dataset?**
6. Only 4,000 past projects represented by the dataset versus more than 300,000 of the total population projects and this subset is not defined.
7. The dollar amounts are not shown in a common currency.
8. On the Kickstarter website, there is no indication as to where the a given campaign appeared.
9. **What are some other possible tables and/or graphs that we could create?**
10. States as a % of total volume to gauge success / failure relative to volume (as shown in the Bonus question).
11. Success / failure rates by country by category.
12. Success / failure rates by country by subcategory over time