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

We can conclude that given the data we have on Kickstarter campaigns, the most successful campaign category/subcategory is theater/play while the least successful campaigns animation and video games. We can also confirm that the most successful month for kickstarter is March. Finally, we can see that the US was the country with the most campaigns created.

1. What are some limitations of this dataset?

Some limitations we have with this dataset are that the dataset only goes to March of 2017, we don’t know if there are any Kickstarter campaigns that were not recorded in this data set during the time period we have and finally there is the possibility that a campaign was successful yet yielded no product..

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

Some additional tables and graphs we could create could be how much money was raised over all by each country, the amount of money each category/subcategory raised, or if staff picks yielded more success than failures.