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

First, I noticed that the theater is the most successful of the projects on an aggregate level but percentage wise, music performs better. Furthermore, the most successful Kick starters are in May.

1. What are some limitations of this dataset?

It doesn’t tell me the ingredients to successful Kickstarter campaigns.

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

We can create ones that show which one have the most money given to a Kickstarter.