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

* Based on the data, music seems to be the most successful campaigns with a better ratio for success vs failure.
* Animation, childrens book, drama, fiction, gadgets, jazz, mobile games, nature, people, places, restaurants, and videogames have so far had a 100% failure rate
* The month of May has the highest number of success

1. What are some limitations of this dataset?

* There is no data related to the people or persons who created the kickstarter. The person may have an influence on how successful a campaign can be.
* Duration of the campaigns could impact the success so it can be difficult to determine why a campaign failed or not depending on how long a campaign lasted

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

* We can look at data on how successful staff picks are vs non staff picks.
* We can look at trends for each year to determine if the categories and subcategories success changes based on the year and can glean info on what occurred during the year that could influence a campaign.