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

* Campaigns towards the end of summer months and beginning of fall months start to die down Between July and October months
* A little more than 50% of all campaigns are successful
* The Theater category has the most live campaigns (count value) and Theater plays in specific have the most success rate when it comes to campaigns

1. What are some limitations of this dataset?

Some limitations on the data set is the currency. Not all the currency are nominalized in USD. Having said that if there was something involving the price compression or any financial data overall the data would not be right until all was accurately converted into the same currency. Another limitation this data set contains would be the fact that some of the campaigns are still in a live state meaning ongoing. With this said the actual outcome of the data can be skewed depending on where that data ends up.

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

Other form of graphs that might be helpful when looking at this data could include Pie Chart split by status per category or split by grand total of campaigns based on labels.