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

Conclusion One: Kickstarter’s Demographic favors Theater and Music. More specifically Plays and Rock Music.

Conclusion Two: Off those with Success, May seems to be a high-earning month. Tax Season!

Conclusion Three: The highest rate of Success come from a goal of less than $1,000.00.

**What are some limitations of this dataset?**

It would be great to include more data on the backers, i.e. age and sex. Additionally, how many backers supported more than one campaign in the dataset.

A great piece of information also not included would be reason for cancelation. That would be great to look at from an internal standpoint. If it was User Error; what the error was, why it occurred. That would be a great way to dive into analyzing UX of Kickstarter’s Platform.

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

The Percentage of Backers Required relational to the Amount of the Goal

Status of Campaign by How Many Months the Campaign was Active

Campaign Status based on Staff Picks