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

A= the entertainment grows more profits, and out of all the gaming is highest and the best launch season is between “winter” and “spring”.

What are some limitations of this dataset?

AT=the data, there is never enough. What are the gaming, theater…highest growths?

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

A=Look for patterns when to launch the best type of product/services that best fit your product/service.

A= Look for patterns on what is the amount of time every category on average it takes to determine its level of profit.