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

* Film & video, music, and theater are the most successful categories.
* Goals of less the 1000 are more likely to be successful the Kickstarter that need more money.
* May and June are the most successful months to have Kickstarter

1. What are some limitations of this dataset?

* We don’t know how much advertising went into the successful vs the failed kickstarters
* There also some kickstarters that are still lived
* The Data only have kickstarters between the years of 2009 and 2017.

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

* Possible tables we could be looking into the different between the amount of backers needed to the amount of backers actually achieved.
* Also we could create a table/graph comparing the amount of time the kickerstarter was live for.