**What are three conclusions we can make about Kickstarter campaigns given the provided data?**

Conclusion 1: In this dataset, the most common campaign category was theater and within this, plays were the most common subcategory.

Conclusion 2: In this dataset, a lower portion of successful campaigns were started in the second half of the year than the first half.

Conclusion 3: Excluding journalism (which were all canceled), a higher proportion of campaigns related to technology were canceled than the other categories.

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

It does not allow us to analyze the success of the result of the product/ service that money is being raised for. We can just see if it raised enough money, not what happened with the money. It would be interesting to see to what extent gaining full funding had on the long term success of the product/ service.

Additionally, we cannot analyze other factors that may have affected fundraising levels such as how widely the individuals running the campaign advertised their efforts.

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

We could graph the date started vs subcategory or category and see if certain categories spiked or dipped in different times of the year. This may correspond with various events (such as tech expos, award shows, or even new government policies being passed). The stock market fluctuates based on things like this so it would be interesting to see how those sorts of factors affected crowdfunding.

We could also compare success rates based on currency to see if certain economies were better for crowdfunding.