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

Based on the provided data it reasonable to conclude that -

* 1. Roughly 50% or the campaigns are successful;
  2. Most successful campaign is “plays”, followed by “rock” and “classical music”;
  3. Peek of successful campaigns occurred in May

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

Some of the dataset limitations are noted below –

1. does not cover any administrative overhead – cost of preparation, ongoing administrative costs, staff involved in the preparation/ongoing support, etc;
2. does not provide for any participant demographics – race, age, gender, educational background, etc;
3. does not define success or longevity of the successful programs
4. **What are some other possible tables and /or graphs that we could create?**

Based on the available data

* we would be able to generate tables/graphs for % funded, average donation, staff-pick, spotlight;
* we could filter any table by country or currency;
* we could limit/filter the population by the deadline, date launched or duration of the campaign.