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

Three conclusions we can draw are:

* Most successful campaigns occurred during May
* Plays were the most successful sub-category
* Most Kickstarter campaigns meet their initial goals and are considered successful.

1. What are some limitations of this dataset?

Some limitations would be that we cannot – using this dataset – determine other variables such as seed money and publicity.

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

Another graph that could be created would be one to show the relationship between whether a campaign was on “Spotlight” versus its end status (successful, failed, cancelled).