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

* There were more successful Kickstarter campaigns globally than there were failures and canceled campaigns combined
* In total, there were more Kickstarter campaigns for Plays than any other sub-category
* Over the summer months, there is a steep decline in the amount of successful Kickstarter campaigns

1. What are some limitations of this dataset?

Some of the data is on projects that are still live, meaning they cannot be used as accurately in analyzing the data since the outcome is still unknown. The other is a majority of the Kickstarter campaigns form the data base take place within 2015-2017 as well as mostly are in the theatre category, skewing the data and not accurately representing the trends in other companies since there are not as many to analyze from.

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

One graph we could create is campaigns that were in the spotlight vs. success rate, meaning it would show us how many were successful in the spotlight and how many that weren’t were successful to analyze how it helps.

Another graph we could create is the average donation vs. category to see if one category’s backers were willing to donate more to the Kickstarter than others.