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

1. Kickstarter campaigns relating to theater and music seem to be the most successful. Within the theater category, plays seem to be the most popular sub category.
2. Approximately ¾ of the campaigns are started in the US
3. Based on our date pivot table, the summer time is the least successful time to start a campaign. The success and failure rate seem to have an inverse relationship during that time period.

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

We can’t see most relevant qualities to the Kickstarter campaign. Goal amounts, dates, and categories are useful, but they probably don’t determine the success rate of your campaign. We would need more data outside of that to make an educated guess on why the successful campaigns are succeeding. The blurb section is a start, but we need more quantifiable qualities.

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

We could run a regression model and see if there’s a relationship between subcategory and success rate. From there we could make a scatter plot to examine the data and see if it makes sense to correlate those two variables. We could’ve also made a pivot table using subcategory and spotlights to determine which subcategories getting more attention.