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

*Theater is the most popular category based on the number of projects*

*Music had the best success ratio based on the number of successful projects to total number of projects*

*May had the highest level of success for projects but had a steady decline through September*

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

*There is a lack of information regarding why projects failed or why they were cancelled; what variables contributed to the success or failure of these projects*

*It would be useful to know which marketing strategies were used to get donors and to look at correlation between the strategies and how much money was raised*

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

*A comparison between the outcome projects based different regions/locations*

*A comparison between the duration of project and the cost or its success outcome*

*A comparison between percent funded and success outcome*