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

* Looking at the category pivot table chart, we see that theater had the highest success rate compare to the other categories and journalism having no success. But while the success rate is higher in theater, the failed rate is higher as well compared to the other categories.
* If we were to look closer at the sub-categories of theater, we see that the “plays” sub-category has not only a significant amount of success compare the other sub-categories in theater but also higher success compared to other sub-categories.
* Now looking at the date pivot table chart, the highest point of success was between the months of May and June. Towards the end of April and beginning of May, there is a steady increase of success overall until it hits its peak in between May and June. Afterwards, there is a steady decline until September but then plateaus during October to November and then declines again. While the success rate has higher counts, the trend of the failed rate is similar to the success rate. For an example, between May and June the success rate was at its highest, while the failed rate had an steady increase in count during this time as well.

2. What are some limitations of this dataset?

* A limitation can include that not all projects have had the same length of time or even started at the same time.
* The sample size of 4,000 is not a big sample size that could have been from the 300,000 projects.

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

* Possible tables we could have made were bar graphs that had the success, canceled, and failed states side by side to evaluate and analyze.
* Another graph we could have made would have been a line graph to see how the trend was going during the months that the projects were ongoing in.