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

* Plays, documentaries, and rock campaigns seem to perform well on the Kickstarter platform.
* Hardware carries technology success inside the platform.
* Success and failure of campaigns seems to track with total number of campaigns except in Feb, where it seems failure rate decreases to number of successful campaigns.

1. What are some limitations of this dataset?

* Small sample sizes in journalism skew results.

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

country

* Success percentage relative to total number of campaigns by category. This would show most likely to succeed or fail
* Group sub-categories by category in sub-category charts.