**Given the provided data, what are three conclusions we can draw about Kickstarter**

**campaigns?**

1. The first and most important conclusion I believe is the empirical evidence behind the connection of the category to the success of the campaign. Campaigns that involved film & video, music, and theater have proven to have the highest rate of success.
2. Secondly, a very important aspect to launching a campaign seems to be the date at which it was launched. The campaigns which started in May and overall starting in February seem to have the highest rate of success.
3. It seems that theatre and more specifically plays account for the mode of the data. It seems that those categories account for the largest amount of campaigns.

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

This data does not present reasoning behind why a campaign might have failed or been canceled.

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

A valuable aspect to consider would be the locations of the campaign. This is something which we did not closely evaluate but I feel would have significance.

Another graph or table we could create which would be interesting would be to see and create a table which would analyze the failed or canceled campaigns specifically. If they did fail how close to their goal were they.