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

There is a spike in successful Kickstarters in May on average which could suggest that Launching a Kickstarter in the April to May timeframe could lead to success.

It seems that plays are a prominent kickstarted campaign, far outweighing the other sub categories.

Kickstarter Campaigns have been on a steady decline since their initial spike in 2015.

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

As of October 2019 there have been 461,628 launched projects, 4000 Campaigns may not be a large enough data set to create an accurate representation of Kickstarter campaigns, as this is less than 1% of the total.

I am also unsure on how this data was selected and therefore cannot be certain there was not any bias in doing so.

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

I created a table around the years of each Kickstarter in order to develop a line graph that showed me the annual trend since Kickstarter was founded in 2009. Another important graph that could be created is a line graph depicting the number of successes, failures, and cancelations based on the goal set. This can show it there was a maximum threshold for success on average.