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

-plays have the highest chance of being successful kick starters.

-highest donations are in technology.

-most successful kick starters begin in late spring early summer

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

-Sometimes the goal is easily reached so the success rate is thrown off.

-amount of kick starters per country

-how the kick starter is catogorized

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

-compare one country’s success to global (all other) success

-graph category by country to see what countries have certain types of kick starters