1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
   1. “Plays”, “rock”, and “hardware”, have the highest number of applications and successful campaigns on the kickstarter platform
   2. Animations, food trucks and video games rarely (if ever) succeed on kickstarter.
   3. Campaigns created within the first half of the year (quarter1 and quarter 2) have the highest number of successful campaigns
2. **What are some of the limitations of this dataset?**
   1. No information provided on number of “views” that each campaign was given
   2. No information provided on how many other platforms (eg social media”) campaigns may have linked their kickstarter to, which may have provided further insight on reasons for success or failure
3. **What are some other possible tables/graphs that we could create?**
   1. Goal ($ requested) VS state
   2. Average $ amount pledged VS State
   3. Total # of donors VS $ requested