1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. There is a very large amount of campaigns that fall under “plays” that have been successful.
3. More than half of the campaigns have been successful, 54%.
4. May has the highest number of successful campaigns.
5. December is not a good month to launch a campaign.
6. What are some of the limitations of this dataset?

-All campaigns were not active for the same amount of days

-The data set is large so finding specifics on what you want to know may take longer to find

-The Data can be misleading

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

-pie graph showing the number of days the campaign was active

>=15

30 days

45 days

Etc.

-Scatter chart