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

1. Campaings with a goal ranging from $0 - $5K have a higher chance of success in reaching the goal
2. While the “plays” category has the highest amount of successful campaigns, it only has roughly a 50% success rate
3. The spring months (April and May) tend to see higher success rates for campaigns

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

1. Whether a campaign is “live” or not, or how much funding it is receiving might change over time.

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

1. We could create a linear regression to test the correlations between (x) variable, and what effect it may have or not have on the success or failure of a campaign.
2. A scatter plot may be useful to see the failure/success rate of certain categories in relation to time