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

Given the provided data, we can conclude that the crowdfunding service has been mostly successful for campaigns involving music and theater. Given their grand total of attempts, the success rate for music was 77.14% and the success rate for theater was 60.23%. With their total successes combined, they make up 52% of all total successes combined. We can also conclude that news items perform the worst. Even more than that, we can conclude that success rates also depend on months, or rather, seasons. The success rate in May was 94%, June 60.8% and July 57.22%. This fact seems to say that the success rates are consistently high in the summer months. The rates of success seem to peak in October and November, but their rates of failures were very high. The conclusions drawn from this data are that summer months tend to have higher success rates, and fall months have higher failure rates.

2. What are some limitations of this dataset?

I think that the absence of the locations of these productions and campaigns is limiting the data set. Considering the region, they are in, there may be certain factors in certain months. With higher success rates and higher failure rates in specific seasons, there could be some geologic or sociological factors that could be playing an impact they we are missing. Additionally, this data set does not seem to consider many things including possible factors that could have impact, perhaps using trends of the time a project was launched would have an impact on whether or not it was successful.

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

I think it would be important to see how much money was pledged to each category, this would show us how much funding is being put into these categories, and how the amount pledged has to do with the success or failure rate.