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

From the first graph, we can conclude which category had the most success or failure overall from all over the world. Music seems to be the most successful kickstarter overall. The bar graph shows the ratio of successful to failed kickstarters based off their representative colors, blue and orange. Blue has more area in the bar graph than orange for all of the different kickstarter categories.

From the second graph, we can conclude what sub categories of kickstarters were the most successful under the category they were launched. For example, music that was indie rock had the most success meeting their funding goals, whereas jazz kickstarters entirely failed.

From the third graph, we can tell which months over the years have had the most success with Kickstarters meeting or failing their goals.

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

One limitation is that the overall trend is influenced by those countries that have the most Kickstarters overall, either based off population or access (government limitations or makeup, poverty…). However, this means that only Kickstarters of a certain culture are really represented in obtaining a trend. America had the most kickstarters and influenced the overall trend that music was the most successful kickstarter. However, in places like Mexico and China, there were no kickstarters for music at all. Popular kickstarters were theatre instead. Different cultures have different popular kickstarters but based off their access or population, we can not see these countries. Additionally, if there was a higher population or better access to kickstarters in those underrepresented countries, we could potentially see different kickstarter trends. China is just as populated as the U.S but I’m guessing based off kickstarted access, they only had 6 kickstarters launched versus over 3000 for the U.S. China’s popular kickstarters may not be an accurate representation of what the population itself would launch if given the access. But it is accurate enough to tell us that China chooses its kickstarters carefully enough to invest in technology.

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

Going off what I stated above, we can make a graph showing the diversity and number of kickstarters of each country. Like I said, China had 6 kickstarts, and the U.S had over 3,000. That in itself could be a graph and give us insight to which countries kickstarters are popular or accessible.