**Report**

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

1. Quarter 2 might be a good time to do a project due to the higher success rates at this time.
2. Cancel rates are steady.
3. Classical music, hardware, and rock might be good sub-categories to start a project in due to their high success rates.
4. Less than 5k and 40k to 45k might be good range for a project goal to have due to higher success rates for these goal ranges.

2.What are some of the limitations of this dataset?

* This does not show startups not associated with Kickstarter.
* Hence, only a certain demographic uses online Kickstarter.

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

* Look further into the number of backers and average amount given/percent funded to perhaps gain better insight into who is funding and chance of success? Could this understanding help someone better market support for a project?
* What sort of relationship exists between staff pick and success of a project?
* What sort of relationship exists between spotlight and success of a project?