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

1. That there are some kick starters that seem to be doomed to fail: examples - animation, drama, and video games.
2. That there are some kick starters that seem to always succeed: examples – documentaries, hardware, and table top games.
3. The one time of the year to not create a Kickstart would be December, as it seems more likely to fail than to succeed.

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

There really isn’t any way to determine why something failed. Was there an existing Kickstarter basically doing the same thing, or was there a lack of trust in the person or group initiating it, or was the idea poorly articulated. The state seemed to be on meeting the goal amount, but was the result a success? Were the backers happy?

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

I would like to see the percentage funded by sub category to gauge not only what is likely to succeed, but what may bring in more than the goal. Maybe its better to have some failures but over fund on the success. There were other properties there that seemed to strongly correlate with failure like where spotlight is false, or the staff pick being successful.