**Kickstarter Report**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Kickstarter campaigns can vary in length and sale
   2. Overall the majority of successfully campaigns are started in the 2nd Quarter
   3. The majority of kickstarter are started for theatre projects
2. What are some limitations of this dataset?
   1. The data has some gaps and does not include all kickstarters launched in the given time
   2. The pledge rewards promised for people who pledge are also not provided
3. What are some other possible tables and/or graphs that we could create?
   1. We could create a graph to see the outcomes of the kickstarters with the highest goals set
   2. We can also look at the difference of projects in a country by category to the most common type for each country