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

* Music Kickstarter campaigns had the highest success rate by proportion, at 77%.
* Plays were by far the most popular Kickstarter campaigns.
* Kickstarter campaigns that were created in May had the most success.

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

* This dataset contains only 4,000 of the more than 300,000 total projects launched on Kickstarter, which is only roughly 1.3% of the entire Kickstarter campaign sample size. It is unlikely that 1.3% of the total Kickstarter campaign data is predictive of future Kickstarter campaign outcomes with statistically significant confidence.
* Each campaign was launched at either a different time of the year or in a different year, in a different part of the world. The socio-economic influences on amount of campaign backers and average donation could fluctuate based on time and place, potentially affecting the outcome of a campaign.
* The reason for canceled Kickstarter campaigns is not given. Unknown external factors may have caused an unusual amount of cancelations, skewing the potential outcome of any particular subcategory or category of campaigns.

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

* One could look at Amount Pledged vs. Goal and compare that to outcome, or “state” per category or sub-category, and filter by country.
* One could compare Amount of Backers to Amount Pledged to see how the average amount pledged per backer changes based on amount of backers in order to see if there is a statistically predictive threshold for success based on amount of backers. This could also be compared between categories and subcategories.
* One could compare Amount of Backers to Subcategory and/or Category and compare this to outcome.
* One could compare Amount of Backers vs Date created to see if there is a temporal change in Amount of Backers per category and/or sub-category.