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

1. In our data, more successful campaigns are created in May than in any other month of the year.
2. Plays are the most popular sub-category, at least according to our data.
3. December is the least popular month to create a Kickstarter campaign, according to our data.

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

* We don’t know how representative this data is of the Kickstarter population. For instance, our data says that July is the most popular month to start a campaign, but we can’t confidently infer that this is the case for all Kickstarter campaigns.
* The intro to the assignment states that only a third of campaigns successfully navigate the funding phase. However, in our data, there are more successful campaigns than failed ones. This leads one to believe that our sample leaves something to be desired in terms of how representative it is.

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

* We could create a bar graph showing outcomes of the campaign based on if that campaign received a spotlight or not. The hypothesis could be that receiving a spotlight improves a campaigns chances of being successful.
* We could count the characters in each blurb and graph the relationship between the length of the blurb and the outcome of the campaign. This would show if have a shorter or longer blurb relates to a better chance of success.