1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The first conclusion we can make from the Kickstart campaigns is that the campaigns are most successful in May.
   2. Music, Technology, and Theater are the most successful Genre in the data given. Theater was the most successful genre.
   3. Plays were the most successful kick starter campaign with rock following second.
2. What are some of the limitations of this dataset?
   1. We don’t know if the starts of the Kickstarter campaigns are repeat successful starters, if they are companies or individuals starting these campaigns. Also do not know how this sample was gathered and if it was randomly picked.
3. What are some other possible tables/graphs that we could create?
   1. We could create tables or graphs to show the status of the campaigns being successful or failing per country with a pivot bar chart. We could also have looked at and seen if spotlight had an effect on count of people backing the campaign with a pivot line chart.