What are three conclusions we can make about Kickstarter campaigns given the provided data?

* Most of these campaigns have a good first and second quarter
* The month of August-September is terrible for a majority of campaigns
* Huge Spike in Growth for the months of April and Jun

What are some of the limitations of this dataset?

* A Lot of these companies are spending significant time in looking for a cheat but that just won’t happen. The data given suggest that if a person or company is not in a category known for winning and success they won’t. If they want to look at a time for win the Dates give strong evidence that during specific holidays people are less inclined to spend money.

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

* If we had more data we could create a smorgasbord of charts
* We could do a histogram chart to plot the times and what campaign is successful and when people are likely to invest.
* We could even do a heat graph to show where target demograph are more likely to spend money