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

According to the provided data the most successful projects are typically launched during May. Theater projects are generally the most successful. Additionally, plays have both most success and failure rates.

1. What are some limitations of this dataset?

A few limitations of this data set is that the may not represent the entire population of Kickstarter campaigns

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

A pie chart could have been created to display the percentage of failed, success, canceled, and live Kickstarter campaigns