

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
  - The US has far more successful kickstarters than other countries
  - The time of year does not seem to have a direct impact on success rate, but december is the worst month to start a campaign
  - Technology was overwhelmingly the top canceled Kickstarters
2. What are some limitations of this dataset?
  - There was not a flat currency conversion
  - Reason for success or failure is deemed only by money raised, not a categorical reason why it failed as opposed to not raising enough money. I.e. something emotional like someone dropped off the project.
3. What are some other possible tables and/or graphs that we could create?
  - A scatter plot to measure the kickstarters that will measure the failed vs the successful with the criteria of taking out canceled and live.