1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Within sheet “PrtCat\_Piv”, category “theater” had both the highest number of successful and failed campaigns. This category is mainly the result of subcategory “play” in sheet “SubCat\_Piv”. Even though this category is most profitable of all category, we must take the risk of failure into consideration
   2. In sheet “YearCat\_Piv”, there is a correlation of successful and failed Kick-Starters created between the months of April to July. Even though the chances of a successful kick-starter great, so is the risk of failure.
   3. In sheet “YearCat\_Piv”, kick-starters created between the months of October to February have greater chance of success versus campaigns that have failed. With risk being taken into consideration, this period in time is best to start a kick-starter campaign.
2. What are some of the limitations of this dataset?
   1. The dataset provided is 4,000 of 300,000 projects. This homework is only testing 13.33% of the 300,000
   2. The dataset may not list all categories and/or subcategories
   3. All Currencies haven’t been converted to accurately measure deadline and launch amounts
3. What are some other possible tables/graphs that we could create?
   1. Column Chart
   2. Pie Chart
   3. Doughnut Chart
   4. Bubble chart
   5. Combo Chart
   6. Box Chart
   7. Triangle Chart