1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. If you choose to make a kickstarter about music, it is most likey to succeed as there is a 4.5 ratio of successful campaigns vs failed campaigns.
   2. Kickstarter campaigns started in the month of may have the most success rate out of the rest of the year.
   3. There seems to be an overall downward trend of kickstarter successes after the month of May ending in December with a negative success to fail rate.
2. What are some of the limitations of this dataset?

One limitation of this data set is that it only shows the topics most recent kickstarter. Some of the successful or failed kickstarters may have have successful or failed kickstarters in the past within this data set’s timeline. Another limitation of this data set is that it has bias based on donations. The state of the kickstarter campaign is based on the amount of money raised for that specific kickstarter with varying number of donators. This means that some of these kickstarters could have had company and sponsor support while others relied on the general populace due to their category or relevance.

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

If we want to easily see the percentages of the status of any category, we could also make a pie chart. This would easily allow us the analyze the percent failed, succeeded, and cancelled of any topic. This would allow us to more easily analyze which subcategories or categories themselves had a higher success to fail ratio and if any cancelled kickstarter had an effect on the ratio.

Another graph that we could make would be a scatter plot with a trendline. This would help us examine the trends and patterns of different categories and subcategories easier. It would also unveil the trends and relationships between different variables more easily in terms of a positive trend is successful and a negative one is failed.