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

The first thing I can point out based on this data is the overwhelming amount of theater campaigns there are and they also happen to be the most successful of categories. Within the theater group, it is also clear that plays tend to have the most success. Lastly, it looks like the best time to run a campaign would be in May and the worst time is December.

1. What are some limitations of this dataset?

I think some limitations is that while we see whether or not the campaign was successful, many of the goals were smaller than others. I think the set goal is something important to look at, especially in regards to if it was a success. Simply if they did not meet there goal does not mean that they earned less than another campaign. I also think another limitation is the fact that different currencies are used and thus can make comparisons more difficult. Lastly, I think many of the campaigns had different timelines and thus to compare them all equally may not give the best representation.

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

Possible tables that could be included are ones that compare goal numbers and success rates. Additionally, success rates compared with how long each campaign lasted would be important to examine.