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

The most successful campaigns based on the data appear to be in May. I would attribute that to backers having more time and discretionary income to help pledge for the creator they’d like to support. Plays and Rock Music have the highest success completion rate compared to the other projects. Journalism is not a popular campaign and has low success, and high cancelled projects.

1. What are some limitations of this dataset?

Not knowing population people, what amount each person pledges, on top of what their income or age could help to know why some projects would do better than others on Kickstarter. It would also be helpful to know this from a user/creator point of view so that they can see whether Kickstarter or Patreon would be best for them.

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

Date Created and Date Ended/Successful Campaigns to average donations; does the type of genre have a correlation to how successfully long or short a campaign can be?