1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. More Kickstarter campaigns are created for Theater and Plays than for any other category or subcategory.
   2. Kickstarter campaigns about Food and Games fail more often than succeed.
   3. In the month of December, it may be worth avoiding new campaign launches. From 2009 to 2017, Kickstarter campaigns failed more often on average when launched in Dec.
2. **What are some limitations of this dataset?**
   1. This is likely a small sample size of Kickstarter campaigns from 2009 to 2017. Data may not accurately represent each campaign category.
   2. Economic conditions influence donations, which in turn influence campaign success in turn. This is not factored into the data.
   3. Campaign success is defined as the campaign being fully funded, however there may be other factors to consider such as the number of backers, backer rewards received, the creator’s health and wellbeing, etc.
   4. Kickstarter’s product has evolved over the years. The data does not factor in the overall number of Kickstarter users as the product has grown. Platform advertising, product changes and total number of users may have had an effect on campaign success as well.
3. **What are some other possible tables and/or graphs that we could create?**
   1. It would be interesting to see which campaigns fared best by country, using the number of backers. This data could be visualized in a bar chart.
   2. To see if there is any relationship between ‘campaign state’ and ‘average donation’, or ‘length of campaign’, a scatter plot could be used.