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

Given the data provided we can conclude the following:

1. There were more successful Kickstarter campaigns than failed campaigns.
2. The most successful campaigns occurred in May.
3. Kickstarter with the sub-category “plays” were the most popular category of Kickstarter during this time period.
4. What are some limitations of this dataset?

This data includes the campaign start and end dates, however there is no follow-up information on if the project suggested for the campaign was executed, or how much money was actually awarded to each Kickstarter campaign recipient.

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

We could create a box and whisker plot to see how campaigns compare to each other in different quartiles and use that information to infer what the mean, median, and mode are for the data set. We can also draw trend lines onto our line graphs to interpret how successful campaigns and failed campaigns trend overtime. We can create a table that compares the duration of each campaign to the outcome of the campaign as successful or failed to answer the question: Did campaign duration impact success and/or failure rates of Kickstarter campaigns in this data set?