1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. In general, the majority of campaigns are successful, while this general trend is driven by categories “film & video,” “music,” and “theater.”
   2. All journalism campaigns ended up canceled.
   3. Only 50 campaigns that started in the first quarter are currently live- campaigns starting in other quarters are all complete.
2. **What are some limitations of this dataset?**
   1. In most categories the majority of campaigns failed, but because of the number of successful campaigns in categories “film & video,” “music,” and “theater” the overall trend shows that the majority of campaigns succeeded. This can be misleading in interpreting campaign success rates.
   2. There are many factors that go into the status of a campaign that are not accounted for, for example advertisement, backer population selection, credibility of campaign holder, etc.
3. **What are some other possible tables and/or graphs that we could create?**
   1. Graph of campaigns by “state” over years and see the campaign trend over the years of 2009-2017
   2. Filter the graph by parent categories and see the change in statuses of campaigns by year in each category- This can be a basis of understanding whether previous year success or failure contribute to respective increase and decrease numbers of campaigns in the following years.
   3. Graph/Table of the average donation by category to determine which categories are more likely to attract donation.