1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. There are more Kickstarter campaigns under the “Theater” parent category than any other individual parent category, ergo “Theater” campaigns are the most popular category of campaigns.
   2. The “Rock” sub-category of campaigns has a 100% success rate.
   3. December is the month with the fewest launches of “successful” campaigns and is, thus, the worst month to launch a campaign.
2. What are some limitations of this dataset?
   1. We are working with a small sample size (4,000 campaigns out of 300,000).
   2. We don’t know the actual values of individual pledges of support; we were only able to look at the average amount; we could not calculate the mode or median or determine any outliers.
   3. The theater (parent category) and plays (sub-category) may be skewing the data as they seem to be grossly overrepresented as compared to all of the other categories.
3. What are some other possible tables and/or graphs that we could create?
   1. State percentage by category (to see success vs. failure rates)
   2. Sub-category by # of backers to determine campaign popularity by number of supporters
   3. Parent Category by average donation amount to determine popularity by amount given