1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

So from the data we provided we can say Technology and theater are the most successful genres on Kickstarter and April seem to be the most successful higher dollar.

1. What are some of the limitations of this dataset?

Without knowing the size of the population we cannot be sure that we are using representative simple size.

3. What are some other possible tables/graphs that we could create?

We can do success rate per country and currency .