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

* That- by far- the most popular type of Kickstarter from the period of time where this data was extracted from were stage productions
* The distant second, third, and fourth (They were very close together) were (in order) music, tech, and film/video Kickstarters.
* The summer months are marginally better for Kickstarter campaigns, while launching them in December- the time of holiday shopping- appears to spell certain death for most.

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

The data here account for anything deeper per campaign than the blurbs, goals, launch dates, and category of campaign- it doesn’t catalogue who started the campaign and how intensive the advertising, which would directly contribute to a Kickstarter’s success. The data also doesn’t tell the fate of campaigns- just because the campaign failed on Kickstarter doesn’t mean it ended there, and just because a campaign raised its goal on the website doesn’t mean everything became sunshine and daisies afterwards.

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

* A pie chart to better see the dominance/spread of one category over another in terms of campaign classification
* A histogram to measure the rate of campaign creation on Kickstarter and by proxy measure how fast Kickstarter attained ubiquity
* A box and whisker plot concerning the spread of donations in a campaign, though this would require more in-depth data regarding specific ones