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

The conclusions I noticed from the kickstart campaign was the fact that success has slowly been declining ever since January. The only real substantial success was revolving theatrical plays, and nothing else worth mentioning. Lastly would be the fact that 1 out of every 3 productions, regardless of the category failed.

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

One limitation to me is the fact it is only a year worth of data, to fully be able to understand the trends would need a larger dataset. As we know the country, there is no information about the areas where the data has been collected.

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

Maybe corresponding the blurp and the donation, and seeing if there was any type or correlation between the two. Looking deeper into the launch date and the deadline, and see if sufficient time was spent on getting the word out to the masses.