1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. May has the highest number (234) and percentage (61%) of ‘successful’ Kickstarter campaigns
   2. Kickstarter campaigns created in December have the highest failure rate at 47%
   3. Over all 54% of Kickstarter campaigns are successful, 38% fail, and 9% are canceled
2. What are some limitations of this dataset?

We only have data from 2009-2017. This is missing current data and I think we have too small of a sample size for an 8 year time.

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

I think it would be informative to look at the ‘successful’, ‘failed’, and ‘canceled’ as a percentage of the monthly total and grand total. We could also look at it by month & category to see if certain categories do better in certain months.