1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. More than half of the Kickstarter campaigns in the dataset have successfully crowdfunded their goal amount of money (53%).
   2. The food category has the highest rate of failure at 70%. The month of May saw the highest rate of successful campaigns at about 61%.
   3. All journalism campaigns were canceled.
2. What are some limitations of this dataset?

We don’t have any data explaining the reasons why campaigns succeeded, failed or were canceled. This is information that would be helpful to future projects. The dataset also cannot tell us whether or not the projects were a success *after* receiving adequate funding. Additionally, the currencies are not consistent, making it hard to compare money raised without knowing conversion rates at the time the campaigns were seeking donations. This can be calculated, however.

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

We could create bar graphs showing the average percentage of funding for campaigns by category or outcome, or bar graphs showing the average donation by category or outcome.

We could break down the line graph showing project outcomes by launch date into categories by adding a pivot table filter or creating a graph for each category.

We could also create a line graph showing the percentage of campaigns (Y axis) that were successful by the length of the crowdfunding period (X axis).