1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

Here are some of the conclusions we can draw from the provided data:

* Kickstarter’s launched in the month of May had the most success
* Kickstarter’s launched in the month of Jan and Oct had the most failures
* Kickstarter’s launched in the month of Jul had the most cancellations
* Kickstarter’s launched in the month of Jul had the highest amount of going live
* Kickstarter’s launched in the month of Dec had the least success
* All the film & Video / animation kick starter projects failed
* All the music / rock kick starter projects succeeded
* All the film & video / science fiction kick starter projects were cancelled
* Theatre / Plays had the highest number of kick starter projects

1. What are some limitations of this dataset?

* There was one duplicate entries in the data, hence the graphs produced had inaccuracies creeping in (Example: Poles Apart - A Play in 2 Acts)
* On a large data set it is difficult to identify duplication, gaps in information hence resulting in skewed perception.

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

* We could also create a graph to determine the ratio of success to failure for each sub category to know the trends.
* Identifying the most successful kick starter project
* There could be more graphs based on Staff pick and how the trends behaved