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

Given the provided data, we can conclude that kick starter campaigns are more likely to be successful than to fail, or be canceled. We can also conclude that the campaigns that are more likely to be successful are the technology campaigns. This is shown in the amount of those campaigns have ended in “success.” Finally, we can conclude that the overall, Kickstarter campaigns are only successful about half the time.

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

One limitation on this data set is that we are not able to see the demographics of people that have access to the platform Kickstarter, this might determine what categories they ultimately end up investing into, especially when it comes to specific campaigns (e.i the campaign for the girls state new musical comedy TV project). Another limitation is that we need to analyze a variety of crowdsourcing campaigns so we can have a better idea of trends, and draw more significant insights. Finally the dataset does not give us the opportunity to see if this trends are statistically significant because of its small sample size. It is ultimately not large enough for all categories and subcategories so there is some guess work when it comes figuring out how statistically significant these results are.

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

We could use a stacked bar graph to compare the amount of donors to the amount of success that a campaign ultimately had. We could also create a line graph to see how campaigns with shorter deadlines compared to campaigns with longer ones. Through this we could see how duration of a campaign affects its ability to become successful, or to fail.