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

The three conclusions we can make about Kickstarter campaigns given the provided data are the following:

* The highest number of campaigns launched in Kickstarter are theater campaigns, with a 60.2% success rate. However, music projects have the highest success rate, sitting at 77.1%. Out of all projects, Food campaigns have the highest propensity to fail (70% of all campaigns fail).
* Plays make up a majority of theater campaigns that launch, with a success rate of 65.1%.
* May is the best month to launch a campaign, with a 60.2% success rate.

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

Some limitations that I see that skews this dataset are the following:

* The majority of Kickstarter campaigns are based in the USA, which tips many conclusions that we would otherwise have about the nature of success of the campaigns.
* The nature of subcategories play a big part of on a project’s tendency for success. If we look at music, we see that many genres have a high success rate. However, jazz musicians have never launched a successful Kickstarter campaign.
* Not all countries are represented in this data set.

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

We could create the following possible tables and graphs that could give us interesting correlations about this Kickstarter data set:

* We can create a table to see the number of backers it takes to create a successful campaign per category
* We can look at the average donation per category to see if the issue why many campaigns can’t launch is the that the average cost to pledge may be too high