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

1. Over half (53.7%) of the campaigns in this data set are successful.
2. The “theater” parent category and “plays” sub-category are popular Kickstarter campaigns for the given data set.
3. There are a higher number of successful Kickstarter campaigns at the beginning of the year than at the end of the year. This could have to do with a drop-off in disposable income as people shift their spending habits toward holiday shopping.

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

The background for the homework says only one third of the 300,000 projects on Kickstarter have made it through the funding process with a positive outcome. This data set is showing a success rate of over half. This could mean that the data set does not include other types of Kickstarter categories that were less successful which would account for the higher success rate.

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

A clustered bar graph could be easier to read for the table with parent category and state. However, the graph with sub-category and state has far too many items to create an easy to read graph. It would be better off left in a tabular format.