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

* The campaigns that were started in May appeared the most successful.
* Music and Theater are the most successful campaigns. The sub categories of these two parent categories that are most successful are plays and rock.
* The most successful campaigns were in the 1000 to 4999 range.

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

* One of the biggest limitations is that we do not have an understanding population size.

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

* The one area we did not look at was success rate by country. Breaking it down by country could and apply the metrics of the prior graphs could give us some insight as to which campaigns might be successful in that location.