

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

The three conclusions we can draw are below:

- The category and subcategories are large indicators of a campaigns success
- Music kickstarters are successful 79% of the time
- Kickstarter campaigns are seasonal and there are less campaigns in the winter/holiday season.

2. What are some limitations of this dataset?

This data set doesn't include whether there was a video or not, it doesn't show if this is a follow-up product or an initial product and it doesn't show what the gifts were for each campaign. They also don't include whether or not the successful campaign led to a real product being produced.

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

We could see if staff picked and spotlight contributed to the success of the products by seeing if there is a correlation between success and staff picks and spotlights.