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

There was a higher success rate than failure, cancelation rate is lower than both success and failure, and January, February, and March all had live participants.

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

There was way too much data and subcategories. It was hard to have a full comparison. For example, out of the 4 thousand plus participants only 50 went live.

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

We could probably have utilized a scattered graph with a linear line to show some consistency with our data and trends.