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

* It seems that kickstarters in the food and games category were more likely to fail then succeed
* The most popular type of kickstarter were ones that fell under the theater category and many of these were/had to do with plays
* More kickstarters succeeded than failed/cancelled but only by a small margin

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

* Not all 300,000 kickstarters are listed here rather only able to look at 4000 so to is hard to say if these 4000 represent the whole population of kickstarters
* The data is limited from 2011-2017
* In this data set around half succeeded but according to the information given in the beginning only about ⅓ of all kickstarter projects have a positive outcome. This suggests that the data we have does not represent the population

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

* Finding out how many failed kickstarters had full funding
* Finding out the length of each campaign and seeing how long the ones that succeeded ran for