1. *Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?*
   1. **Kickstarter is most commonly used for theater projects, especially plays**
   2. **Music and film projects are popular and tend to be successful; Food trucks are not successful on Kickstarter**
   3. **Submissions are highest during the summer months**
2. *What are some limitations of this dataset?*

* **It would be interesting to see how successful these projects have been once launched, we only have access to their fundraising progress.**
* **We don’t really know what canceled or failed really means**

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

* **Analyze projects by average size of donation or number donations vs successfulness rate (Can you be successful by lots of interest or do you need some key investors?)**
* **Analyze projects by sub-category vs successfulness rate (which type of projects/startups actually work on Kickstarter?)**
* **Staff pick vs success rate. (Does “staff pick” or “spotlight” influence the success rate of the project?)**