1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. Based on the data, it looks like theater projects are the most popular type of campaign on Kickstarter. There were 1393 theater projects listed on the data as compared to the second highest category as music with 700 projects.
   2. Music has the highest rate of success for the main categories listed. Based on the chart we can see that campaigns in the music categories had 540 cases of success, and 140 failed or canceled.
   3. It looks like historically May is the best month for successful campaigns and December is the least successful month.
2. **What are some limitations of this dataset?**

One limitation I see is that the currency is not standard across all categories. It would be hard to get a completely accurate comparison as it doesn’t account for differences in currency rates. Another bias is we don’t see how much each project marketed or raised awareness. If the project asked for more support via marketing or social media, that could have an affect on the success rate.

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

I think it would be interesting to see what effect being a “Staff Pick” or a “Spotlight” project has on the state of the campaign. I would imagine that would be a positive correlation and projects that have one or both options would have a higher rate of success and we would be able to filter based on categories. We could also create a graph that shows the state based on the goal and find historically which goal amount has the highest rate of success.