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

* Three conclusions we can draw from the campaigns, are that within the category charts, we have gathered that film and video, music and theater had more successes than failed or canceled campaigns.
* If we look further into the sub-category range, we can see that Kickstarter plays had the highest success rate with 694 launched campaigns. I can assume that plays fall under the main category of theater, in which we gather was one of the most successful categories, when launching a Kickstarter campaign.
* We have also found that Kickstarter campaigns tend to have a more successful rate in the summer months (i.e. April, May, June, July) compared to other months.

1. What are some limitations of this data set?

* Some limitation that I believe need to be included in the data sets are, how long is each campaign “active” for. Does the duration of the campaign directly impact its success and or failure. Out of the 4,000 focused campaigns, how does each project receive its funding. Whom is funding these campaigns as well as, does the funding directly effect the success and failure rate. Secondly, another limitation is that we are unaware of the demographic, weather, time zone, location, outreach, of how these campaigns are being launched.

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

* I believe a pie chart will be beneficial to the Kickstarter campaigns. A pie chart is easy to visualize percentages as well as where the category’s and sub-categories fit in as a “whole”.