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

The success rate of Kickstarter campaigns is just over 53%. The highest performing category were music campaigns were music, theater and film/video with 77%, 60%, and 58% success rates. Food and journalism campaigns produced the lowest success rate of 17% and 0%. The date conversion chart reveals the most successful campaigns are conceived in May and all campaigns regardless of state have an average life of 33.45 days. The outcomes based on goal chart shows that campaigns are more likely to be successful with smaller funded goals.

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

The biggest limitation of the dataset is the sample size. The campaigns in our data have a 53% success rate; however, a quick Wikipedia search cites a 37.45% campaign success rate as of December 2019. We can logically assume that the data is incomplete and that there exists more failed/cancelled projects.

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

We can look at the average life span of a Kickstarter campaign to find out how long a project has to be successful. We can use this same logic for each category/sub-category as well as their funding goals. We can add trend lines to our existing graphs or create the same data with pie graphs. We can create another table to analyze the min, max, median, mode, and average of the projects and make comparisons between categories and states.