1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. Theater has almost twice as many total projects as the next highest project count which is music. Journalism had the smallest number of projects at 24 with the next lowest project category being games and photography with 220 projects each.

* 1. Music had the highest percentage of successful projects at 77%.
  2. The month with the highest number of successful projects is May.
  3. Significantly more projects have failed then are successful.

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

-We can’t differentiate for sure between “hobby projects” vs “professional projects”. Some projects may be more for fun, then to make money.

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

-A scatter chart showing the relation between amount of funding goal and success or failure.

-A linear regression that predicts the success of the project by funding goal, if those two are related. You could tell if they are related by the first scatter chart.

-A box plot showing the interquartile range of funding goal and within this dataset.