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

1. Making reasonable goals can lead to successful campaigns. Campaigns with really high and unrealistic goals typically don’t end successfully.
2. Kickstarter is a great platform especially for select categories such as Theater, Music and Film and Video.
3. Food, Publishing campaigns typically have low success rates and another platform should be considered.

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

There are no relative numbers that compare the total number of campaigns verses how many are successful and those that fail. For example, it would be helpful to know that ‘Film and Video’ has a 57.69% success rate on Kickstarter in their own respective category. Other limitations include the data set is too small. With more date, we can more a more definitive assessment of each category’s performance. In addition, the data doesn’t account for recent trends as the data goes way back to 2009, where categories like ‘Technology,’ may have higher interest and success.

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

One chat that can be valuable is a stacked line graph that shows ‘date started’ and ‘success rates’ for categories over the course of time ‘years.’ This will give us an indication of which categories are increasing in popularity and which ones are becoming stale or obsolete over the course of time.