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

1. Theater has the most kick starter campaigns.
2. Highest present of successful campaigns is in music.
3. Most campaigns are created in May-June timeframe

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

Limitations may be that different categories are not sampled representatively and there is a statistical bias towards theater. Also, criteria of success for different categories may be different and we are not comparing correctly different categories.

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

One could plot PDF distribution functions of various data to get the insight on what is going on. For example, plot a histogram of the number of backers. One can see that this is not normal distribution and median probably better describes the bulk of the data.