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1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

* Theater has the highest amount and most successful Kickstarter campaigns
* There are more successful Kickstarter campaigns in the spring
* Smaller goals are more likely to be successful

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

* Different ways the Kickstarter campaigns advertised and how that effected their success
* The amount of Kickstarter campaigns each company has run.

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

* A table that should the amount of time for each campaign compared to the percent of goal reached. This could help determine how long a goal should run for filtered by the category and size of goal.