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

* Theaters and music are the most successful categories on Kickstarter.
* Most popular month for success is May. Spike in graph.
* Dollar spent on Kickstarter projects does not measure its success.

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

* One of the limitations is not knowing the size of the population to scale. Due to this, the sample size cannot be determined.

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

* Bar graph: that can be created is success based on country/currency.
* You can also create a pie graph to show the category of each project.
* Trend line can also be derived. Scatter plot to average.