1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. Most campaigns were for the sub-category Plays and 65% of these campaigns were successful while 33% of them failed.
   2. The parent-category, Music had the highest percentage of successful campaign. 77% of these campaigns were successful
   3. Only 1% of all of the campaigns in the data were in the state: live.
2. **What are some limitations to the dataset?**
   1. There were very few live campaigns included in the data.
   2. This appears to be an older dataset with most campaigns having started pre-2017.
   3. It is unclear how these campaigns were chosen. But this data is skewed towards sucessful campaigns, with the number of sucessful campaigns being 53% of all campaigns listed in the data. This is skewed because as it is stated in the description of this assignment, “Of the more than 300,000 projects launched on Kickstarter, only a third have made it through the funding process with a positive outcome. “
3. **What are some other possible tables and/or graphs that we could create?**
   1. I would love to have created a chart showing percent of total campaigns by campaign “state.”
   2. Another chart could be average contribution by category and sub-category.