1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
   1. Approximately 50% of Kickstarter campaigns are successful in reaching their goal
   2. A large number of play productions use a Kickstarter as funding source
   3. The majority of Kickstarter campaigns have a goal of a range of $1000 to $4999
2. **What are some of the limitations of this dataset?**

It is a small dataset compared to number of actual Kickstarter campaigns that are started which may skew actual truths about Kickstarter campaigns in total. Being a small dataset may also limit our view into how many categories there truly are in the world of Kickstarter campaigning.

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

We could look at numbers of backers along with total goal reached to see the ratio and count of large dollar contributors and how that affects campaigns reaching their goals.

We could also look at the average campaign times and see if there’s meaningful correlation between time run and goals met.