1. Give the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. “Theater” is the most successful category but also has the highest failure rate.
   2. sub-category “plays” has the highest success and failure rate of the sub-categories
   3. The highest success rate for projects over all is found in the month of May while the highest number of failures are found in the months of January and October.
2. What are the limitations of the dataset?
   1. Our data only is from 5/17/2009 through 3/15/2017
      1. The length of time that we are looking at spans a wide range of advancements in technology and the overall importance of technology in our daily life.
      2. Crowdsource funding is still a newer to our lives as you can see by there only 14.95% of the campaigns beginning in the first half of the time range (5/17/09 – 4/15/2013) and 85.05% of the campaigns began in the second half of the time range (4/16/13 – 3/15/17).
   2. We are only looking at the campaigns found within Kickstarter while there are many other sources for crowdfunding out there. The popularity of the crowdsourcing facilitator and the area in which the hopeful project is located could result in our conclusions being only relevant to project funding sourced through Kickstarter.
3. What are some other possible tables and/or graphs that we could create?
   1. Pie Chart – showing the overall success percentage by category & sub-category
   2. Bar or line graph – to display total number of campaigns started/ended over time
      1. This could be tied in with the line graph showing success and failure rates
   3. Scatter Plot – per category or sub-category, showing average donation vs success of the project to see if there is a relation between donation size and success