Q1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Most of projects campaigns that have a good chance of being successful are within two categories theater and music.
* Projects campaigns are most likely to succeed if they were lunched in the month of May and they were most likely to fail if they launched in December.
* The highest number of kick starters in the theater category are in Plays and they are the most likely to be successful.

Q2. What are some limitations of this dataset?

* We don’t have a clear number of the population for every kick starter project.
* It doesn’t show a clear relationship about what influences backers’ decision to support projects.

Q.3 What are some other possible tables and/or graphs that we could create?

* We can create a graph to show projects funded percentage to see how many projects meet their goal and how many exceeded their goals, also see who failed to meet their goal.