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

Kickstars for animation are the most probably to succeed

Theres a direct correlation between failed and succeed kickstarters

Plays have mor kickstarters than any other one

1. What are some limitations of this dataset?

That we aren’t using statitistical data

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

A bar chart between goals and type of kickstarter