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

* The campaigns that included theater/play category was the most popular and successful kickstarters with an average of 1066 out of 4114. Music/rock was the second category that succeeded with an average of 260.
* Jounalism had no active accounts and was completely cancelled from the Kickstarter in the main categories.
* The Kickstarters in the US had the highest percent funded with 3,788,053 and HK was the lowest percentage with 53.

1. What are some limitations of this dataset?

The limitations with this data set is that it doesn’t provide the information on who is helping make the kickstarters successful. What was the cost of the total Kickstart and what was the profit gained? Did theater and music cost more to produce? Was the profit from theater and music more than a category that cost less to produce like games and food?

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

* The percentage and average of the different Countries who were part of the Kickstarter.
* Staff Pick Compared to Spotlight