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

Theater categories is the one that have more projects but music category has the higher successful percentage.

Plays subcategory has the higher number of projects and the higher successful percentage.

Last Q of the year has the lowest successful rate

1. What are some limitations of this dataset?

You can’t know what is the cost of each project

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

We could create a bar graph by Country or a bar graph by currency