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

Based on the data of 4,000 projects we can conclude the next things:

* The gap between the successful projects and failed/cancelled it´s really too close (7%).
* Successful projects are way successful comparing the goal vs the pledge (more of 50% of growth)
* The failed/cancelled projects get only a 2% of the goal
* Most of the categories are between almost 50/50 of successful vs failed/cancelled
* The relation of the months it’s too similar vs each state

1. **What are some limitations of this dataset?**

* We don’t know how and what amount is established for each project’s goal
* We don’t know which components they are using for each campaign

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

* The relation between the goal and the pledge vs the count of backers
* The distribution of each category vs state (graphic)