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

* The category with most campaigns is theater.
* Projects which goal is between 1000 and 4999 represent the 35% of total projects, 66% of these campaigns were successful.
* Historically, May is the month with more successful projects.

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

As the goals are not in the same currency there are not comparable.

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

We are trying to find why campaigns are successful, from my perspective we would need to analyze also the correlation between subcategory and time, to find if there are some seasonal campaigns. Tables to analyze the period it took to be successful and the correlation with their state. I would also do an analysis by country, state and category.

On which stage they reach their goal.

Bonus Statistical Analysis

* The mean is the arithmetic average and can be affected by outliers. However, the median is the midpoint of a data set when the data is arranged; median is not affected by extreme values due to this it is a better measure of central tendency than the mean. The successful projects have a median of 62 campaign backers while projects that failed have a median of four campaign backers, we can conclude that if the project has more backers it has better probabilities to succeed.
* The variance from the mean of backers for successful projects is high; this is expected, as they are more outliers for this state. Also there are more successful projects than the ones that failed