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

A= It is better to realize a Project on Arts (say Music, Theater, Films)It is not convenient to realize projects on journalism. You hace better chances of approval if the Project is launched on February. We do not recommend projects on food trucks, videogames nor wearables.

1. What are some limitations of this dataset?

A= The conclusions applies only for projects that have been asked in Kickstarter platform, with all limitations that includes (restrictions to enter, demographic clustering, among others).

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

A= Percentage rate of approval by category and subcategory, successful / failed ratio, and comparison of percentage of approval depending on the amount asked (might make a selection on percentiles or quartiles).