**Kickstarter Report**

1) What are three conclusions we can make about Kickstarter campaigns given the provided data?

1) 70% of the projects where goals are less than $1000 are successful;

2) Plays is the sub-category with the major number of campaigns;

3) 2015 was the year with the major number of campaigns;

2) What are some of the limitations of this dataset?

The numbers associated with the campaign ‘state’ (success, fail, cancel) are very broad so it is unclear how they (states) are defined/categorized.

3) What are some other possible tables/graphs that we could create?

Table/graphs representing the count of ‘country’ vs ‘backers’.