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

**Conclusion 1**

Out of 4114 business, 2185 have successfully hit their funding goal. Based on this data, we can conclude that 53.11% of businesses hit their donation goals between 2009 and 2017 with Kickstarter campaigns.

**Conclusion 2**

Plays made up 25.91% percent of the total businesses looking for funding. That means 16.87% percent of all businesses that successfully earned funding came from Plays.

**Conclusion 3**

In December, 252 (6.13%) businesses requested crowd funding. Of the 252 businesses, only 111 successfully hit their funding goal which is 9.06% less than the total average.

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

The goal and pledged amount are random and cannot be predicted with our current set of data. Without a consistent goal, we cannot know if a certain goal amount is going to perform better than others.

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

With our data, we can segment our data based on country. From there, we can determine what countries have more business requesting funding, how many of the businesses are successful in earning funding, and how many businesses fail to earn funding based on country.