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

* Based on the results of the data set analysis, it is possible to infer that theater related companies had a higher success rate compared to other industries. The music industry also seemed to be successful but not as well as the theater related companies.
* Food companies didn’t seem to have much success in the Kickstarter program. Conversely, when analyzing the journalism related Kickstarters, no successful companies emerged but the number of companies involved in journalism paled in comparison to those involved in the food industry that tried and failed.
* The results of the data analysis suggest that the companies with lower goal amount had a higher chance of being successful compared to those with higher goal amount. Interestingly, it also suggests that companies had more successful outcome specifically in May compared to other months of the year. Unfortunately, there isn’t any additional information provided that could support the reason for such success in that particular month.

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

* The criteria used to define the various states of the companies isn’t a good determinant of how successful the companies were after initial funding. It is very possible that some companies that canceled their funding due to various factors may have reactivated the funding at a later date and earned success.
* The dataset did not provide enough information to make an educated decision on Kickstarter companies, specifically related to which industry is projected to have sustained success.

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

* A pie chart would be recommended so that it can easily show the differences and disparities in industries, including the volume of money generated by different categories.