**REPORT**

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

* Most successful categories are Theatre, Music and Film & Video. Music has very less number of canceled and failed events compared to theatre and film.
* Popularity of all the events has increased since 2014 and these events are more successful during Summer
* If the Goal is less than 5000 these events are more successful and they do more projects
* These campaigns are most popular in US , Great Britain and Canada

1. What are some limitations of this dataset?

There are no visible and evident reasons why only some subcategories are popular. Also there are no numbers to check how many people where working on a particular project (as it contributes to the success or failure of the event).

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