**KICKSTARTER CAMPAIGNS**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?
4. After analyzing the data according to the instructions, we can draw the following conclusions:

* Most of the Kickstarter campaigns are in the subcategory of plays in the theater, with a total of 1393. More of half of them were successful in meeting their goal. On the other side of the spectrum we have journalism with only 24 campaigns total. Unfortunately, 100% of them were canceled.
* Another trend that was possible to see in this analysis is that there are more campaigns between the months May and July, 386, 385, and 387, respectively. We can observe this in the pivot table that includes months and has year as a filter. In contrast, December is the month with the fewest campaigns, 252.
* The total number of successful campaigns peaks in May, or early summer. It would be interesting to see if the proportions are higher in the summer months as well. (See point #3 below).

1. This dataset is about Kickstarter, which is an American corporation. This aspect can have an influence in the amount of campaigns United States has compared with other countries. Another element that the dataset does not consider is different possible reasons that campaigns are canceled. It is assumed that the failed campaigns are the ones that did not reach their goal. But it is unknown why campaigns were canceled.
2. It would be interesting to have a table and a bar chart showing what percentage of the total number of campaigns by category are failed, canceled, and successful. It will possible to see what category/subcategory has more success or failures. Comparing these percentages with time could help to know what time of the year Kickstarter campaigns have a higher probability of success.