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

1. The 54% of campaign are successful and the biggest chances of having it is for campaigns launched between March and July.
2. And while the most common campaigns are for theater the highest chances of success are on music with 77%
3. The vast majority of the campaigns come from the US, and when included Great Britain and Canada they account for 92% of the total campaigns or 95% of successful campaigns

2. What are some limitations of this dataset?

1. there is a high concentration of campaigns in theater and a high concentration in pledge money in technology
2. the goal and pledge money is not in the same currency hence conclusions such as this could not be done until correction
   1. The successful campaign has an average of 188% funding where the category games recipes funding for 415% of its goal (the highest average funding category). But 48% of the pledge money goes to technology Campaigns
3. Data was expressed in unix format and required cleaning tobe used
4. Reasons for failure and cancelation could be added to gain insight for the campaigners

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

1. Ratios of success by category and subcategory
2. Success rate by launch month
3. Percent funded by category once currency are homogenized