* Create a report in Microsoft Word and answer the following questions...

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

Play, Rock and documentary, are categories that, overall go great and have a higher chance for success than other kind of projects.

1. What are some of the limitations of this dataset?

It a very subjective topic, in each category there are great, good and bad ideas, that makes it difficult for forecasting. For example, plays has the highest number of successful projects, but at the same time is the biggest sample with proportional failed projects.

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

I think an useful graph will be one that shows the time variable, to determine the length of the projects and identify if the length of it is directly proportional to success or fail outcomes.