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

The rate of success is higher than failure

Most of the backers the was over 45k failed or cancelled

Theater generated lots of success

1. What are some limitations of this dataset?

There wasn’t much in depth data to slice and dice .

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

Donner of backer’s info would have given great insight on the trend and demographic of the funds.

Campaign dates table

More data