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

One of the conclusions we can make based on the data provided is that projects belonging to the theater category had the greatest number of successful projects, followed by the category music and then film and video. However, it is important to note that the total number of projects varied between each category. Theater was the most popular category and had the most successful projects, but it also had the greatest number of total projects.

Within the theater category, plays were the most popular and had the highest success rate in theater. Similar to the limitation mentioned above with theater being the most popular category and plays being the most popular subcategory, the total number of projects varied and the success rate compared to other categories is difficult to measure accurate solely based on these measures.

Another conclusion we can make is that projects with a goal of less than $1000, had the highest percentage of success at 71%.

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

One of the limitations of the dataset is that the currency is not standardized across which makes it more difficult to compare the goal amount accurately.

Another limitation of this dataset is that the majority of the projects selected are from the US. Over 3000 projects out of 4000.

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

We could create a graph to determine the percentage of projects that are staff picked are successful or unsuccessful compared to projects that are not staff picked. We can also create one based on whether or not the projects were in the spotlight. This would allow us to see if more marketed or visible projects are more successful compared to the ones that are not marketed.