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

-Most of the projects are for Theater Category and 60% of them are successful.

-The most successful projects are music category, around 77% of successful.

-During Apr-May is when most the events happen and also when more successful ratio can happen with 60%, compared to September when is more probable to failed 42% failure ratio.

1. What are some limitations of this dataset?

* If the project is from the same company or person, in order to track if they are doing something. Since in this case every project is analyzed as a single event and independent.

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

-We can get a table about average donation depending of the country and the state of the project.

-How long takes in average projects according to their states.

-Backer count depending to the category of the event.