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

1. For those kick starts where there were >50,000 backers the failure rate was higher along with the cancelation rates based upon total percentages
2. Those that required a lower amount of backers to meet the goals had the highest successful completion rates
3. Play’s seemed to be the most popular sub-category and it may be beneficial to break out the types of play in order to get better indication of variance between the sub categories

2. What are some limitations of this dataset?

* Data is only available from 2009 to 2017, is it missing the last 3 years of data that could give better insights.
* .Sub- categories could be better broken down to give better classifications

Location is only broken down by country not by state or cities

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

* .Analyzing those kick starters that were spotlighted to see if there was any correlation with those that were not and the influence of the success/failure rates