1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * 1. There are 1916 projects that have less than 100% Goal achievement. Most of them are either ‘Canceled’ or ‘Failed’. Only 42 out of these are ‘Live’ and they are in ‘Food’, ‘Music’ and ‘Theater’ Category.
     2. All the ‘Live ‘projects are in ‘Food’, ‘Music’ and ‘Theater’ Category.
     3. All the ‘Successful’ projects having returns >100%,
     4. All 24 **‘Journalism’** project have been Canceled.
     5. Most successful project belong to the category: ’Film & Video’ ,’Theater’ ,’Music’ and ’Technology’
     6. Total 1530 projects have Failed and 349 have been Canceled.
     7. Month of May had the highest number of ‘Successful’ projects
     8. Maximum number of Projects were initiated in **‘Theater’: 33%** and it has the maximum number of **‘Successful’ projects: 61%**
2. What are some limitations of this dataset?
   * 1. There is no data for Expense, so no way to ascertain the Profit
3. What are some other possible tables and/or graphs that we could create?

We could create charts to see:

* + 1. Most popular projects favored by backers
    2. Projects getting donations
    3. Categories with their percent funded, grouping the categories in <100% ,between 100%-200% and >200%