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

After looking through the provided data, I have understood that approximately half or a little more than half of the projects started were successful. To be precise, about 53.11% projects were successful. We learn that the most successful category was theatre and more particularly the plays in the theatres were the most successful.

There is a close relation between the success or failure of a project to the amount pledged or percentage funded. It shows that most projects that were nearly 100% or more funded turned out to be successful.

Out of all the project categories, the most unpopular or not so successful categories were journalism, technology, games and food.

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

We do not know if the live projects have become successful.

We can see that some data sets are skewed, from the range, variance and standard deviation.

Some of the limitations of this dataset are that we do not have a large set of data to make a concrete study.

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

We could make a graph for the pledged amount or percentage funded to the successful projects

A graph for Pledged vs goal amount

The relationship between the time taken to complete a project to the performance of the project