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

The most common category requested to be funded is “Theater”, being “Plays” the most common sub-category

The most successful category funded is “Music” with 70% of the project successful. The least successful category is “Food” with 70% of the project failed.

May is the month with the highest rate of successful projects

1. What are some limitations of this dataset?

* Max, min or/and mode of donations
* Origin of the donations received
* Date when goal was achieved

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

* Total amount of money received in each category/sub-category (standardizing currency)
* Total projects by country
* Total days that the project was in a “live” status
* Total donors for category/subcategory