**What are three conclusions we can make about Kickstarter campaigns given the provided data?**

* The category of the projects that seems to be the most successful it’s music, theater, and film and video.
* The bulk of the kickstarter projects belong to the US, followed by GB.
* From the subcategories, Rock, documentaries, electronic music, hardware, metal, nonfiction, television, shorts and tabletop games has had a successful rate of 100%.
* The projects with cost lower than 10000$ tend to have a higher success rate.
* The category of the projects that seems to be the less successful is journalism.

What are some of the limitations of this dataset?

* Doesn’t provide is the kick starters had some kind of publicity or marketing strategy.
* Using different types of currency.

**What are some other possible tables/graphs that we could create?**

* Country vs Backers count, to see which country is more likely to back up kickstarts.
* Years, Vs status, we could see that from 2010 to 2013 almost 80 % of the kickstarts would be successful.
* Staff picked vs status, we could see how much that affects, a staff picked project has a 87% chance to become successful.
* Average donation Vs category.