**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.

**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.