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

Based on the analysis of successful and failed projects following trends were observed to differentiate successful projects and failed ones:

* The data set contained more successful campaigns compared to failed campaigns.
* The campaign is more likely to succeed if you launch the campaign in May.
* Upon analyzing campaign success rate based on category, it was concluded that Theatre and Music seem to achieve greater success compared to the rest of the categories. Amongst the top-rated category ‘Theatre’ the subcategory ‘plays’ has the highest success rate.
* The Campaigns with most success have goals less than 10,000.
* The higher the backer count, the more likely campaign will be successful.
* Most of the Kickstarter campaigns were based in USA followed by Great Britain.

2. What are some limitations of this dataset?

* This data set doesn’t provide the likeliness of the product/service itself being successful.
* The data sample might not be an appropriate representation of the countries with maximum number of Kickstarter campaigns.

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

We could create tables to identify whether certain locations performed better than the rest and which categories were most popular per country. We can also see whether there is a co-relation between the campaign success and duration of the campaign.