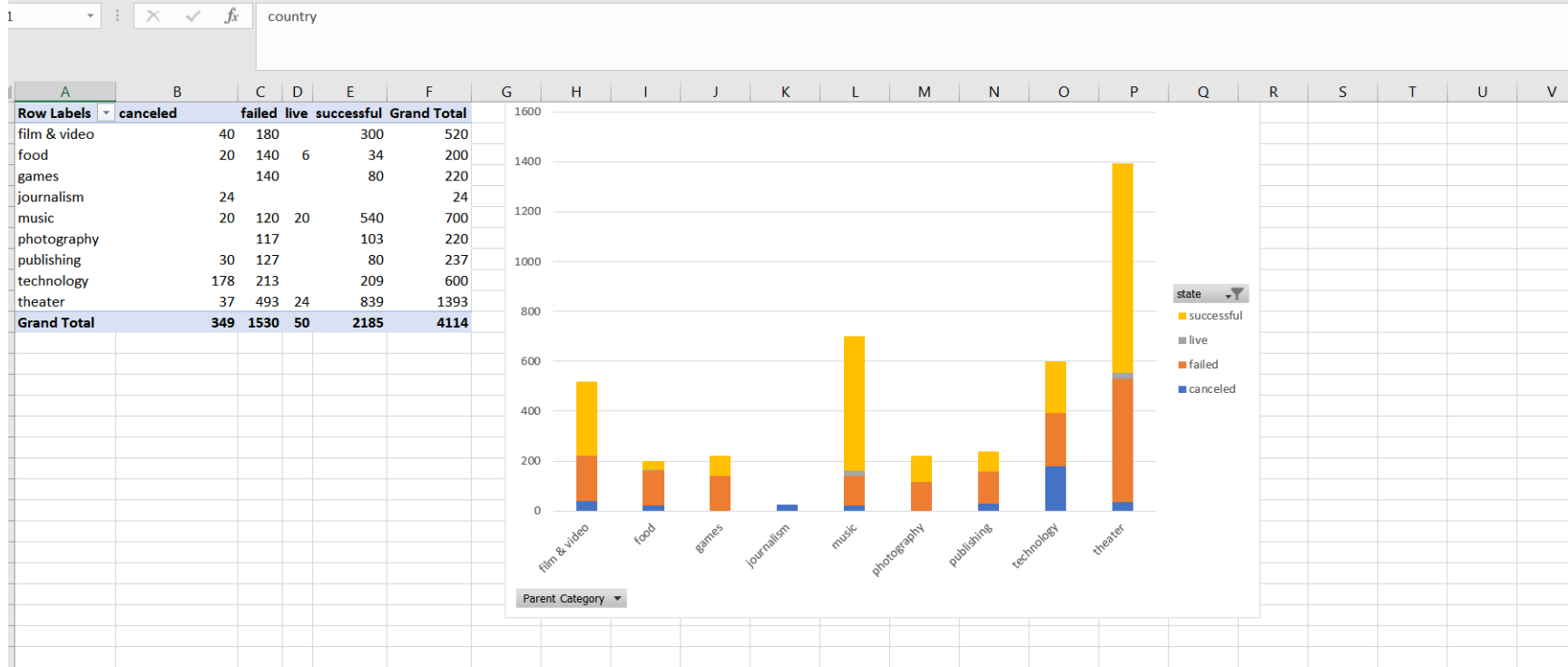
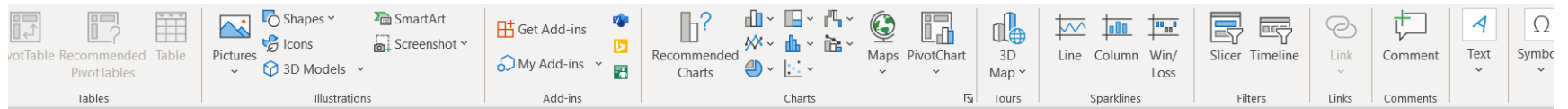
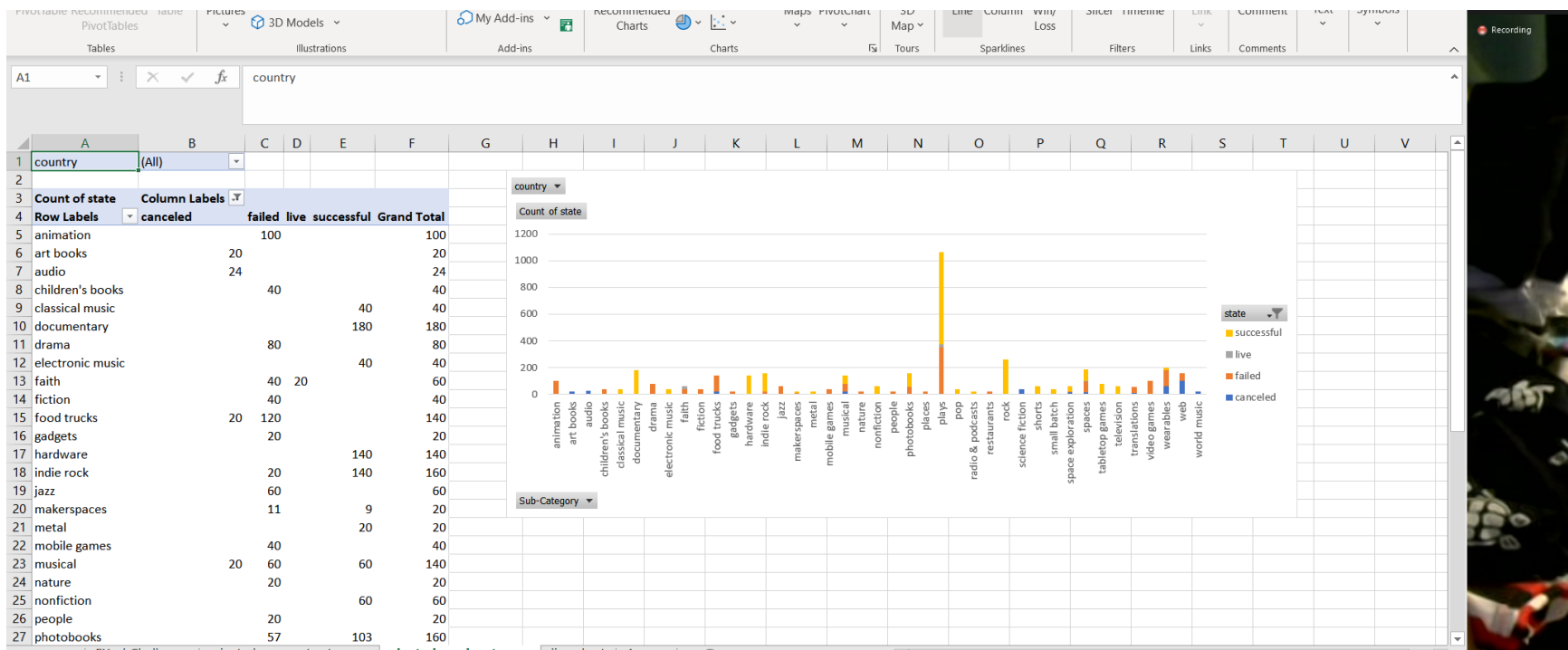
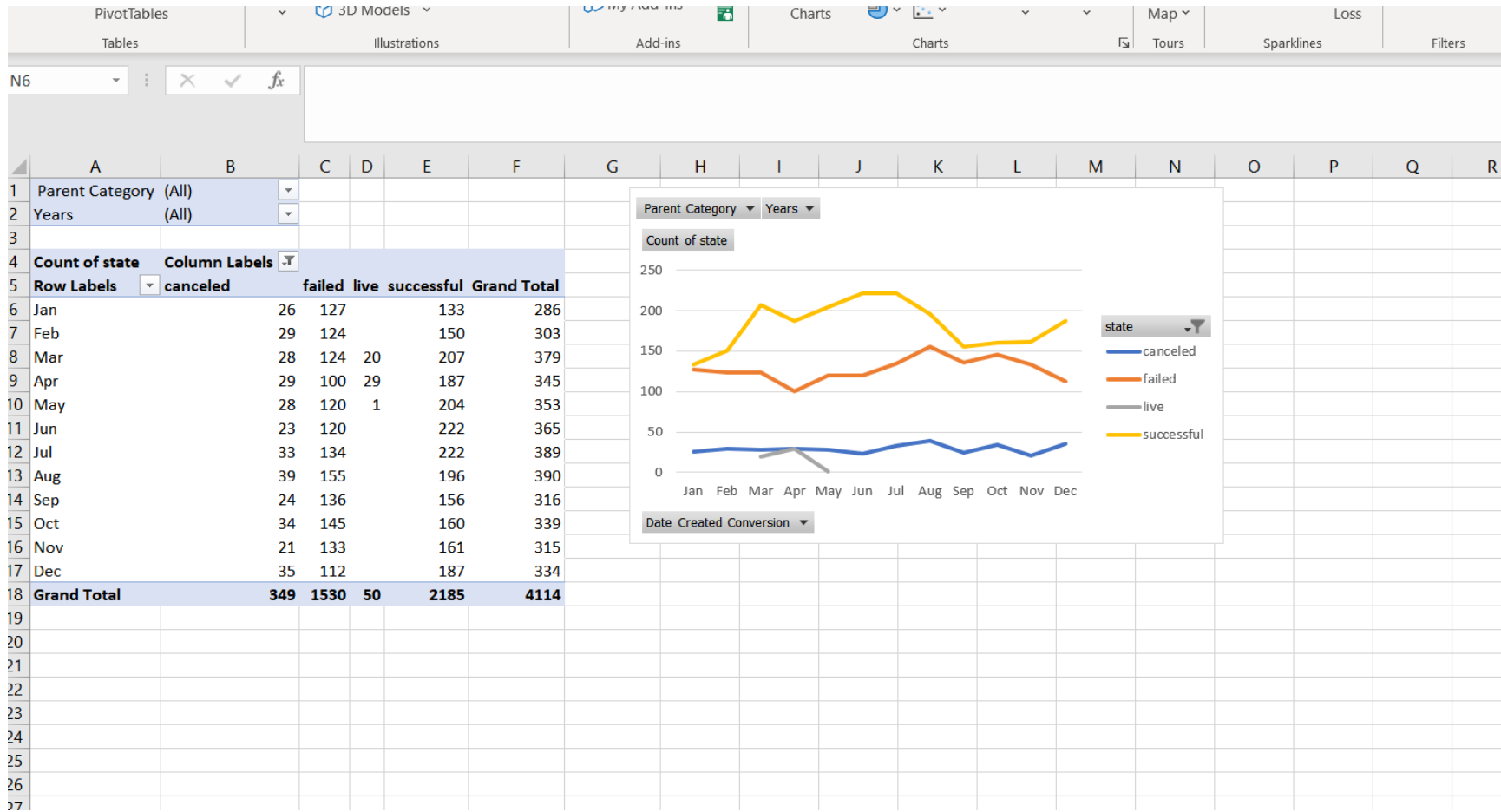


[illegible]







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

Answer-From looking at charts and the trends , the conclusion is

Theater and music are the most successful projects and in the sub category is plays is the most successful ,these projects have most successful time (May, Jun, July)

2. What are some limitations of this dataset? Some limitations was on years

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

I will create graphs that will show failed project so we can analyze and find out what the reason that the projects failed