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

* I can conclude overall that Kickstarter projects generally have a 53% chance of being funded successfully based on the data received.
* The music category over time has the most successful chance of being completely funded.
* I also noticed a trend of more people interested in backing technology projects.

1. What are some limitations of this dataset?

* I question is the quality of the data source and the accuracy of the data.
* I also noticed that most of the data was gathered from US projects and we weren’t provided enough data from other countries to get an exact feel for the kind of projects that people are interested in backing.

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

* We can create a graph or a table of backers \_count against category to show how many people were interested in funding certain categories of projects
* We can also make a table of the number of days from conversion to funding deadline to find out if projects were more successful if enough time was given for funding
* We can also make a graph and table to compare the categories of projects that were more successful in certain country to show interests of backers in countries