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

* A clear visual report of the campaigns’ outcomes based on each project. Next campaigns should be focused more on successful projects such as: Theater, Music, Film and Technology. The total successful was 53.11%.
* Positive outcomes based on goals: the percentage successful is higher than the percentage failed and canceled.
* From date conversion perspective, trends of May, June and July have better outcomes. The end of the year and mid beginning of the year trends faced more declined and failure.

1. What are some of the limitations of this dataset?

* Data don’t provide conversion rate
* Different currency
* Limited country
* Limited year

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

We could have created Pie charts based on Success.