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

Following are the three conclusions which could be drawn from the Kickstarter campaigns.

* 1. The Campaign with 100% funding almost guarantees the success.
  2. Theater projects have biggest chance of getting funded and success, specially plays.
  3. Project launched in the month of May have a biggest chance of success.

1. What are some limitations of this dataset?
   1. The data set does not comprehensive for the failure or success other than funding, some of the technology fully funded projects were cancelled and the data set doesn’t provide data.
2. What are some other possible tables and/or graphs that we could create?
   1. We could build some tables/graphs
      1. Successful projects plots across countries
         1. to show the percentages of success in each category.
         2. Trend timelines
         3. Timelines trends moving across world markets.