Report:-

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

* Plays have the maximum successful number
* All are successful in animation and drama
* World music and audio are not really successful

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

-The sample size for plays are really large and it has the maximum number of successful ones.

-The sample size is really small for audio and world music and all the items are in the state failed. This may not give an accurate picture .

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

Pie Chart

Scatter Plot