Tarea

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

* Most campaigns are successful with an average amount from 1k to 5k
* This is a good platform with 54% of success rate
* USA is the country that has the most projects

1. What are some limitations of this dataset?

* We can not know the real underlying reason why a campaign is successfull

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

* By country/state , to see if where are the most successful cases
* Duration of the campaign vs states