**What are the three conclusions we can make about the Kickstarter Campaigns given the provided data?**

1. Kickstarter Campaigns that funded project under Music category had highest rate of success (77%), followed by Technology (60%) and Film-Video (58%)
2. There are 4 sub-categories – Classical, Electronic, Rock and Metal had 100% success rate by achieving the target
3. Campaigns that were launched at the beginning of the year had higher rate of success with peak in May and by end of the year inching below number of failed projects. It was also observed that number of canceled projects remained steady throughout the year

**What are some of the limitations of the dataset?**

1. There is no data to back the state of campaign which makes it difficult to determine the reasons for campaign’s success, failure or cancelation
2. There is no data to indicate if there was any publicity of the campaigns to influence the outcome

**What are some other possible table/graphs that we could create?**

1. Below chart indicates that over a third backed Technology related campaigns compared to other categories. However, Music related campaigns had the most success with just 10% backers.
2. The trend also indicates that there were more number of Backers from USA