1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Given the data that is provided, one can see that overall Kickstarter projects are most likely to be successful than fail. About 53.1% of the projects were successful and 37.2% of the projects failed. By categories, the most successful Kickstarter is in the music (77.1%) and theater industry (60.2%), whilst the industries that are most likely to fail are the food (70%) and games (63.6%) industry. From the stacked bar graphs, it is evident that technology and journalism industries are least likely to be invested or backed in because they are canceled a lot.
   2. Looking into the subcategories, we have a better insight. A lot of them were a 100% successful and a 100% failure. However, most of these data did not have a lot of data to conclude which is the best subcategory to back. There is an exception for Plays. Plays seem to have a lot of projects and a lot of them are very successful.
   3. Looking at the data by its timelines, there is a significant increase in successful projects in the months of May and then it slowly declines towards the end of the year. So, it is safe to say that a project is best backed up during the summer. However, there is no overall relationship in the trends between successful, failed and cancelled projects.
2. What are some limitations of this dataset?
   1. More data would be needed. Some samples in a category weren’t enough that would make a significant trend.
   2. There isn’t enough crowdsourcing firm’s data provided
3. Considerations?
   1. The best I would say is to maybe analyze each kickstarter by how long each project took. Maybe there is a better success rate for a project that had a longer duration?