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

* There are 4114 campaigns in 9 categories. All 24 campaigns in the “journalism” category got canceled; the 50 currently live campaigns fall only into 3 categories, “food”, “music” and “theater”.
* The first campaign was launched on May 16, 2009, and the most recent on March 15, 2017. The 50 currently live campaigns were all launched in the first quarter of 2017.
* Campaigns with a goal of less than $1,000 have the highest chance of success at 71.08%; whereas the ones with a goal of greater than $50,000 have the highest chance of failure at 58.11%. Overall, for a campaign, the higher its goal is, the less likely it would succeed.

1. **What are some of the limitations of this dataset?**

* The ID starts with 0 instead of 1.
* The goal and pledged amounts can be in different currencies.
* Some campaigns don’t have any backers, affecting the calculation of average donation.

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

* We can compare the “staff pick” and “spotlight” campaigns with others to see if they are more likely to succeed.
* We can see how backers count and average donation affect the campaigns’ chances of success.
* We can also see how percentage funded affect the campaigns’ chances of success.