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

Music has a very low rate of fail and lot of people are looking for funding for theater category in which plays is the one that is looking for more, the rate of success in this one is high so many people around the world really help this kind of new projects.

1. What are some limitations of this dataset?

I think is a really complete dataset even though the format of the deadline and launched at needs an extra process to be readable for analysis.

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

A Graph of number of backers vs category can give you an overview of the real interest from people with different type of projects.

A Graph of the days that the campaign was on vs the state can give you an overview of the interpretation if the campaign was successful because have a decent time on, also we can see if the fail campaigns will reach the goal if there was more time.