**Q1: What are three conclusions we can make about Kickstarter campaigns given the provided data?**

According the data given for Kickstarter campaigns, journalism is not a good starter campaign compare to other categories. Higher dollar goals do not adversely affect success. Music & Theater has most successful project among the other categories.

**Q2: What are some of the limitations of this dataset?**

Without knowing the size of the population, we cannot be sure that we are using a representative sample size. In addition, we do not know the projects initial conditions at project launch.

**Q3: What are some other possible tables/graphs that we could create?**

We could compare the each state such as successful vs fail or Success rate per country/ currency.