1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The subcategory “plays” is the most popular, by far.
   2. Nevertheless, it is more likely to obtain a successful funding if you choose documentary, hardware or rock as subcategory.
   3. If the project was created in May it is more likely to be successfully funded
2. What are some limitations of this dataset?

We do not know if the sample is representative and/or if it is the whole population so the conclusions that we could reach could be biased.

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

We could analyze the percentage of failure of each subcategory and correlate it with different months of the year to have an idea of when to launch a project in order for it to have the highest success rate. Added to the analysis of the goal, we could know how much to ask and when, to have a clearer idea of what kind of projects are more likely to succeed.