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

Based on this dataset, we can draw three conclusions:

* It’s obvious that there are more successful projects than either failed or cancelled ones.
* Based on the bonus data result, we can conclude that the projects with a lower goal have a bigger chance to success.
* The projects that involved plays were the most successful.

1. What are some limitations of this dataset?

The biggest limitation I can think of is that we are not sure if this dataset represents all the kickstart projects or not. Thus, it’s hard to say this dataset represents the cultural environment.

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

We can create a chart to compare how the length of the projects effect the final performance of the projects. And also, a chart to perform how the size of the goal effect the final performance of the projects.