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

1. A little over half (53%) of kickstarter campaigns resulted in a ‘successful’ state.
2. The most successful category was the music category (77%), and least successful was the journalism category (0%).
3. The higher the dollar goal the chances of cancel or failed increased.

**What are some limitations of this dataset?**

  Successful state is dependant on a dollar threshold, but once that dollar amount was met, did the actual project become successful and sustainable?  There are some projects that were considered a successful state, but the goal was only $13. How did this affect the long term outcome of the project.  The limitations on the dataset are only related to a dollar amount per project.

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

* We could look at how the total dollar amount and total backer count would influence the successful state of each category.
* We could look at how long the launch time extended for would influence the amount raiser and the backer count.
* We could look at what percentage of the dollar goal was reached and if that influenced the successful state of the project.
* Did a ‘staff pick’ or ‘spotlight’ help the project become successful?
* We could look into whether the region / country had any relations on a successful campaign..