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

We can determine that the greater the Goals of the campaign the more likely it is to fail or get canceled. While the smaller the goal the more likely it is for them to succeed. The trajectory of the trendlines below indicates this assessment.

Also, the percentage of canceled campaign are considerably less compared to the successful and failed campaign.

We also find that the USA had the highest level of successful campaign when compared to other countries.

The theater industry had most successful campaigns in the categories. Hence these meant that backers were more interested in investing in Live Plays compared to other forms of category.

**What are some limitations of this dataset?** The limitations of these data lays on the inability of the data to specify or determine how or what each of the listed campaigns should be categorized/subcategorized as. This makes it difficult for us to determine which industries exactly are doing well. There are too many aligned campaigns that are missed categorize or subcategorized in this data.

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

A pie chart, bar chart, column chart, combo chart, box and whiskers are examples of other graphs/chat that could be created to visualize this data.