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

1. Based on Campaign State by Category for all countries the most successful Kickstarter campaigns are in the categories
2. theater
3. music
4. film & video

1. The most successful subcategory was plays. And all the projects under journalism category got canceled. We could conclude that journalism category is a non-popular category because the percentage of funding was almost zero.
2. There is a lower success rate for all the campaigns from May – September.

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

1. Not all the currency is in USD. This makes if very hard to compare worldwide monetary wise the success rate of a project. I would be nice to have an average rate of exchange for the time periods covered.
2. More data on why some of the projects were staff picks. Trend those staff picks and identify the success rate of the staff picks.

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

1. I would like to chart the failure projects and see if there is some correlation between them to identify areas of improvement and/or target areas. Some project may do better in different regions or time of year.
2. I would also like to add the project category and sub category to the Outcomes Based on Goal. This will help to identify if some of the project goals were too high and could have caused the failure.