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

Kickstarters with lower goals seem to be more successful than the ones with the higher goals.

If you set higher goals you are more likely to either fail or be cancelled.

Kickstarters with goals less than 1000 seem to be the most successful.

2. What are some limitations of this dataset?

Reason for cancellation/failure?

Does not take into account # of backers or kiststarter timeline (launch date to deadline date)

Does not take into account which countries had the most success

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

A graph that would split the successful, failed, and cancelled by category and by backers.