**What are three conclusions we can make about Kickstarter campaigns given the provided data?**

1. People is more interested in developing cultural activities like theather and film.
2. The average rate of failure in things like technology is high, for that reason backers are not supporting campaigns.
3. By the end of the year the rate of campaigns goes down. In general success rate go down, failure go up little bit maybe because vacations and end of year, and cancelled rate go down due to the lower proposals.

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

It has a column called spotlight and is a Boolean, so it is not giving us much information. Data set should come with more specific data about the kickstarters success, failure and cancellation in order to analyze them.

In the other hand we have only the country for the project, but we are not able to analyze the regions to see what kind of things they like, or dislike based on the state of the projects.

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

* We can analyze what kind of projects are being supported for backers
* We can analyze the average money pledged by the backers
* We can analyze tendency of sub category through the time
* We can analyze percent funded by country, in order to see the backer’s interest.