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

Based on the data, we can make the following conclusions;

* + Music campaigns were more of the successful campaigns in Comparison to other campaigns with a success rate of about 78 percent especially Rock music which showed a success rate of about 40 percent
  + Food Trucks and Games showed one of the lowest success rate in the campaigns with a majority of games and Food specifically food trucks and restaurants being a major driver in this trend. As for games, Video games seems to have all failed
  + It seems the most successful months to launch a campaign are May and October

1. What are some limitations of this dataset?
   1. More data on why campaigns were successful, canceled or failed in the same sub categories would us help better understand the success rate of the campaigns.
2. What are some other possible tables and/or graphs that we could create?
   1. We can create graphs to study the trend of between the success of the campaigns for each sub category vs Month/Year to see whether there’s a best time to launch a campaigns.
   2. Another table we can utilize is the country of the backer as it will help us better understand whether individuals from different countries affected the rate of success for the campaigns.