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Report

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

-> According to the provided data, the three conclusion we can draw about the Kickstarter campaigns are that : a) Among all the Category, theater and music are the most successful genre. b) In those genre, plays and rock turns out to be more successful. C) May seems to be lucky to start a campaign.

2. What are some limitations of this dataset?

—> Size of the population.

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

—> As our data shows different countries and currency for that country, we could possibly Mae a graph showing a success and failure rate in that country.