1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
2. Theater category has more campaigns and a greater number of successful campaigns and Music category is the Second (based category graph).

This concludes that Music category campaigns is most populist among these campaigns.

1. Plays sub category has most number of campaigns created and a greater number of successful campaigns. (based on sub category graph).

This concludes that Plays sub-category is most popular among these campaigns.

1. Campaign created in April to May has trend of more success than other months based on Successful series on the Line graph (Month – state Line graph) and also Campaigns created on June and July has trend of more failure than other months based on Failed series. Cancel series on this graph is kind of flat not much variance

Except July.

These trends suggest that starting Campaign on April and May has more chance of success.

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

We don’t have ways to find what makes the campaign successful.

There is not enough data to analyze why the campaign was successful.

(i.e. Some of the campaigns are in Successful state when their goal is less than Pledged).

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

* Create tables based on state of the Campaigns with pie graph to percentage of Campaign’s state. 53% of Campaign are successful.
* Music category has most successful out of other categories based percentage of success. (Bar graph between category and percentage of success)

* Trend of Campaign creation over the year using Total count of Campaigns per year using Line graph.