1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
2. Music category has most successful out of other categories based percentage of success.
3. Plays is the most populist sub category based on number of campaign created.
4. 53% of Campaign are successful.
5. **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.

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