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

The number of successful projects funded by Kickstarter has decreased; while the number of failed projects funded by Kickstarter has increased. The most funded projects in Kickstarter are theater plays; which roughly half of the projects have failed. The second most successful project is music; which one-third of the projects have failed. The more money the projects asked for the higher the potential of failure.

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

The limitations of this dataset are

* The time frame the data was retrieved during the November and December time frame the projects failed at a much higher rate; which could have been influenced by the holiday season. Whereas, projects started in the summer months had a higher potential for success.
* The cultural undertones associated with the country that the project failure
* The content of the campaign could have led to poor funding
* The durations of the campaign funding could have contributed to the success or failure of the campaign
* The sphere of influence for campaigns to get funding

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

Tables/graphs that could be created are:

* Featured campaigned or Staff Picked campaigns on Kickstarter
* The number of funding backers for successful/failed projects