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

- 1) The percentage of success is higher if the goal is less

2) Success rate is higher if launch date in 1st or 2nd quarter of the year.

3) Music project has the most successful rate compare to other and particularly Rock music which is 100% success

2. What are some limitations of this dataset?

- The goal is define, but the actual cost to execute the project is not defined for Success or failed

- There is no exact definition what the state means

- ROI for each project is not mention, which limits to make decision to which project to pick, even if its success.

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

- Graph for Sum of pledge per country with number of Projects

- Graph for Sum of Goals per country with number of Projects