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

Conclusion 1: The highest number of campaigns have been launched for plays (Theater).

Conclusion 2: More campaigns have been successful in the first half of the year (all years combined) but then more campaigns have been launched in the first half.

Conclusion 3: The campaigns with smaller goal are usually more successful.

1. **What are some of the limitations of this dataset?**
2. It does not tell why some campaigns were canceled. Some campaigns got canceled even if they reached their funding goal so there seems to be no correlation between cancellation and funding.
3. **What are some other possible tables/graphs that we could create?**
4. Measure the success of campaign against the fact whether it gets spotlight or not. The result shows that only those campaigns were successful that received spotlight. The ones that didn’t get spotlight, were not successful.
5. Plot a table to find if there is any correlation between the duration of the campaign to its success rate that is table & line graph between duration of campaign in days (1-10days, 10-30 days etc.) and percentage successful/failed/canceled (similar to ‘goal’ table & graph)