**Questions**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. It is a company that main categories are technology and theater, however the music campaigns are still alive and growing, the percentage of failed or canceled are low.
   2. The average of campaigns is 34 days from the beginning to the end, however the live campaigns have the same days that canceled or failed campaigns and they have not been canceled,
   3. Hong Kong has the most amount the pledge per Becker, however all the campaigns are failed and cancelled, in the other hand US has the better score in successful campaigns.
2. What are some limitations of this dataset?
   1. The pledge and age for each backer
   2. The terms of the contracts
3. What are some other possible tables and/or graphs that we could create?









