**REPORT**

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

-This dataset clearly shows from the pivot table that out of the total number of campaigns which was 4114, over half (2185) of the campaigns were successful.

-Given the time series of this data, it is evident that most campaigns launched within the first half of the year exceeded their goals. And as such gives room for the conclusion that the best time to launch a campaign would be between January to June.

-Also, it reveals that campaigns geared towards the category of theater generated more funds than all the other categories. Therefore, an organization that campaigns towards theater is much more likely to gain success than any other category.

1. What are some limitations of this dataset?

-According to the standard deviation of this dataset, the dataset is not reliable or feasible most of the value fall far away from the average or mean value ,implying too many outliers which can be an issue when making accurate deductions.

-Furthermore, each campaign lasted for a different number of days as compared to all others which can also be a factor to explain if the success of the campaign was dependent of its duration or not.

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

-The dataset allows the possibility to also create pie charts, line graphs and bar graphs to display the relationship between the state of the campaigns and its categories. However, due to the variables of the data set are how they are spread out, this dataset does not support a scatter plot.