**A. The three conclusions we can draw about Kickstarter campaigns.**

1. When we see deep into category the music and theater doing very good progress from the others campaign. When we look at Music subcategories from all of them only three take all the failure percentage, Faith 40 percent, indie rock 20 percent, and jazz 60 percent.

And the most success for music is come from rock. And regarding the theater the plays take the biggest success and failure, so this indicates to as there should be more focus on plays.

2. when we look at Journalism category there is no success at all, when deeply dig into subcategories there is 24 percent cancelled. And from Photography category there is only one subcategory is successful which is photobooks, so we have focus on this subcategory.

3. The more pledged and average donation is increased the more it is successful campaign, And the more campaign goal increased the more it is decreased in success.

**B. Limitations of dataset**

1. One of the limitations in the dataset is Currency. It should have currency conversion instead of comparison only with similar currency.

2.The dataset is more complex because it has different categories and subcategories, instead it should focus only on categories only to make easy and short.

**C. other possible tables/graphs that we could create**

1. The other possible table and graph we could create is goal amount, pledged amount and average donation

2. In addition, we can create graph Average donation and categories.