**Report**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. Number of failed projects launched at the middle of the year weren’t very successful.
3. Projects which started in in the latter part of the year are prone to be less successful.
4. Some sub-category such as art and audio were canceled. Where as electronic and doc respectively were successful.
5. What are some of the limitations of this dataset?
   1. The information provided does not reflect all of the smaller details that go into a campaign.
6. What are some other possible tables/graphs that we could create?
   1. We can create scatterplots that could potentially illustrate funded vs long term success. Others can include parameters such as donations compared to outcomes.
   2. We would also create a list of staff picks compared to average donations.