1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. Most projects were in theater, followed by music. The least number of projects were in journalism.
3. All journalism projects were canceled
4. The following subcategory of projects had 100% failure
   1. Animation
   2. Video games
   3. Children’s book
   4. Drama
   5. Mobile games
   6. Nature
   7. People and Places
   8. Restaurants
5. **What are some limitations of this dataset?**

* Lack of data beyond the fund-raising state, i.e., ratings of popularity and reception in the general public
* Lack of information about the type of backer/supporter, i.e., individual vs. organization
* Explanation of criteria for canceled state. The difference between failed vs canceled is not clear.

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

* Produce graphs for each country, and category
* Percentage success and failures by each category/sub-category
* Distribution of funding duration by each category/sub-category