1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. Roughly about half of the projects succeded
3. Most projects were in theater, followed by music. The least number of projects were in journalism.
4. All journalism projects were canceled
5. 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
6. There is an inverse correlation between the goal target and success rate. The higher the goal the lower the success rate.
7. **What are some limitations of this dataset?**

* Lack of project data beyond the fund-raising phase, i.e., successful rate of the projects in terms of popularity/reception by the creative community.
* 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?**

* Analyze data by country and category
* Percentage success and failures by each category/sub-category
* A measure of funding duration by each category/sub-category
* Further statistical analysis to find contributing factors for success, e.g., region, category, etc.