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

- My first conclusion is that if I were to start a successful (in probability) Kickstarter campaign I would choose a documentary, a short or a television program on the film & video category, a tabletop game on the games category, hardware on the technology category or most likely for success, a rock album; meaning this are the categories that throughout all countries have a 100% successful rate.

Also, from this high success campaigns, I would choose a campaign about hardware, tabletop games or a documentary, since those are the campaigns with higher average donations, meaning people have higher probability on investing in this categories.  
  
2. What are some limitations of this dataset?  
- One of the limitations is the exchange between coins, so we´re unable to evaluate on the same standard how much actual money each of them acquired or were unable to get, under the same standard.

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

- We could create a high success table and chart that show us which categories are the most likely to succeed in general or a table/graph that show us the average donation per category and sub category.