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

*Based on the data analyzed we were able to determine that:*

1. *Music, Film & Video and Theater categories are the most successful ones in the Kickstarter platform.*
2. *As the goal amount increases the success rate starts to decline from 5 to 20%. It is safe to say that the higher the goal amount the higher the chances of it to fail.*
3. *United States with 74% of Kickstarter projects is the main country in the platform.*

2. What are some limitations of this dataset?

*a. Limited information about the backers. If we were able to get information about the backers age range for a specific project and compare it with the platform users age range, we could have a better idea if maybe the project was not necessary within the interest of the age group of the platform.*

*b. No information about pledge values offered to the users. Information regarding Low and High values of pledge amounts offered would provide more insight into determining if maybe the high goal amount was not necessarily the only factor that contributed the project to fail but also de high pledge amounts offered to the users. In the Kickstarter platform some projects offer low pledge amounts (as low as $1 dollar) simply for people that want to contribute and help the project be successful without receiving any products.*

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

a. Staff pick vs State (Success rate)

b. Spotlight vs State (Success rate)