**What are three conclusions we can make about Kickstarter campaigns given the provided data?**

1. Kickstarter has most campaigns in the the theater and the second most in the music category. These 2 industries also have the highest percentage of successful projects.
2. The technology field has the highest percentage of canceled projects, which is worth some further investigation.
3. May seems to be the month (across all years) when most successful projects launched. Perhaps this is the prime time of the year to start fundraising.

**What are some of the limitations of this dataset?**

It lacks data on each project. For example, we don’t know how many funding members each project has, the level of education of funders, etc. Having more information on the project itself will allow us to gain more insights on determinants of a successful launch.

**What are some other possible tables/graphs that we could create?**

We could look at how the association between fundraising goal and percent funded. A table or graph like such will allow companies to understand where to set their goals to attract the most investors.

We could also create a chart that compares the success rate of projects across different countries, filtered through parent industries. This chart will allow us to see the dynamics of each industry in different countries. It will also allow organizations to filter through large information and only focus on the countries they are located in.