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

From the given data, we notice that about 53 percent of Kickstarter campaigns were successful whereas about 37 percent failed and about 8 percent gets cancelled. We also observe that a lot of Kickstarter campaigns are in the Theater industry accounting for about 34 percent, followed by music and film & video which accounted for about 17 and 13 percent, respectively. Lastly, it is also worth noting that the journalism industry has the highest rate of failed/cancelled Kickstarter campaigns with a 100 percent cancellation rate. This is followed by the food industry with an 80 percent failed/cancelled campaigns.

1. What are some limitations of this dataset?

The dataset does not use a common currency and the value of the pledges are denominated in their home currencies which makes it impossible to compare the value of the campaign in terms of goals and pledges.

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

We could also create tables to show and compare percentages the proportion of campaigns in respect to their states and create graphs to show trends in campaigns and analyze their outcomes.