1)Three conclusions you can draw about the kickstarter campaigns are: 1) With regards to funding, Theatre, Film and Video, and Music campaigns had the highest success rate as a general category, 2) Plays made up a large percentage of the theatre category and attributed the most to its success as category, and 3) Campaigns that were launched earlier in the year between Jan-May had a higher success rate that those launched during the later parts of the year June-December.

2) One of the limitations to our data set is variables that are not accounted for that could contribute to project success, for example, variables like the experience of the project creator.

3) We could create a table showing success by country. Or a graph that shows project durations, using date created and date ended to determine if this measure is related to project success.