**Three conclusions we can draw about Kickstarter campaigns:**

1. Music is the most successful business with less rate of failure and cancellation rates. Rock Music, Documentary films, and technology hardware have most successful rates.
2. Music, Film & video, theater are the most successful businesses while compared to food, games, photography, publishing and technology. Journalism is most unsuccessful and all of the startups are cancelled.
3. Goal up to 4999 have higher success rate while the higher goals tend to increased failure rates.

**Some limitations of this dataset:**

* The data set have the amount pledged by the backers, but the actual success rate should depend on the actual amount collected. There is no data about the percent of the pledged amount that was successfully funded.
* The date created and the Date ended is not equal for all the campaigns, the longer the days, there might be a possibility of increased exposure to the public that may increase the funding. Some are about 15 days and some are about 30days which may affect the success rate.

**Some other possible tables and/or graphs that we could create:**

* Some projects were at spotlight while others were not. There might be a higher success rate for the projects that were at spotlight and should be taken in comparison.
* The data could be compared to different countries, and within countries to see the most success rate among the country, and within country.
* The success rate would also depend on the number of days each campaign ran, and the data may be analyzed to see the impact of the duration on the success rate.