***Data Analytics Reflect Activity***

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

**Answers:**

1. **-One conclusion that we can draw from this dataset about Kickstarter campaigns is that the most successful, or the most likely Kickstarter campaign to succeed is a Music campaign, with 77.1% of the cases been successful, and the least likely to succeed is a journalism campaign with none of the cases recorded been successful.**

**-Another one is that classical music, documentary, electronic music, hardware, metal, nonfictions, pop, radio&podcast, rock, shorts, tabletop games and television are the most likely sub category of Kickstarter campaigns success cause all of the campaigns of this sub categories were successful.**

**-May it is the month with the higher percentage of chance to succeed. Therefore, we can recommend starting a campaign of these subcategories and doing it in May.**

1. **Maybe the amount of data recorded. Maybe we could make a better analysis if we had more years to compare. Even identify patterns of the subcategories that are more likely to succeed depending on the time that we are planning to start it. We could find that some of the successful campaigns are more likely to fail through the years.**
2. **We could create a graph and table of the country/region or even state if we could gather the information, to make a correlation of location in which some type of categories/subcategories of Kickstarter campaigns are more likely or not to succeed.**