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

* Per the provided data, the “theater” category appears to have the largest number (34%) of Kickstarter campaigns followed by “music” and “technology”.
* Theater campaigns were very popular during the years 2014-2016 however, they have dropped significantly during 2017.
* Considering the entire dataset population of Kickstarter campaigns of 4,114 (from 2009 – 2017) there is about a ~53% chance (2,185) the project will become successful.
* The number of “music” Kickstarter campaigns peaked during 2012 and have gradually declined from 2013 to 2017.

1. *What are some limitations of this dataset?*

* Each Kickstarter campaign is listed under a different functional currency (USD, GBP, etc.). Since the currencies are not converted to one common group currency, this limits the comparability for the Goal and Pledged column amounts. For example, on average - how much does a Kickstarter fund need to raise “globally” to be successful.
* The dataset is limited to only “Country” in terms of geography. A further breakdown by city, county or state would be useful.
* The dataset excludes Kickstarter Backers demographics. For example, information by age and gender.

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

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