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

1.Give the Data provided, its shows that’s we had a total of 4114 total Kickstarter campaigns and out of the total, 2185 where successful, 1530 failed, 349 where cancelled and 50 are currently live.

2.The theatre industry had the most success at 839 followed by the music industry which had 540, Theatre also had the highest number of fails at 493 followed by technology which had 213 fails. Theatre had the highest live campaigns at 24 and technology had the highest cancelled campaigns at 178.

3. 2015 had the highest number of successful campaigns compared to 2009 which had the least successes, 2015 also had the highest number of cancelations and failures in the same year making this the peak of the business years compared to any other year. Most Kickstarter projects had slower outcomes in 2009 because they had just started,

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

Some of the limitations are there a lot of data and data can be corrupted, erased and may not be the accurate. The statistics of analyzed data may not be 100 % accurate and the sources may also be biased.

**What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**

We could create the bar chart because the bar chart is mor defined when it comes to visualization of data and its also easier to read, I would also use the column chart is also easy to predict and visualize and lastly it would be the scatter plots because the show the difference in variables and how that’s connected, also they are easy to observe.