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

The following are the results of the data analysis:

1. By category, campaigns that were 100% funded are:

Rock

Hardware

Documentary

1. By range of amount of goal being raised, the Highest % of Success were those on the range of:

Less than 1000 at 74.02% success rate followed by

1000 to 4999 at 66.58% success rate.

On the other hand, Highest % of Failure are those in the range of:

25000 to 29999 at 62.5% failure rate

1. Months of February and May shows the highest success rate and have the biggest gap in success and failure rate. While September has the slimmest chance of succeeding.

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

Most dates are older.

The amounts are on different currencies.

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

Percentage of success, failure, canceled by date of launch.

Average donation by category of campaign.