1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
   * Music and theater are the most successful ones
   * The campaigns that started in May have the most successful rate
   * There is no negative correlation between an expensive goal vs the success
2. **What are some of the limitations of this dataset?**

We don´t know the size of the sample this data was collected. This diminishes the chance to generalize the conclusions

1. **What are some other possible tables/graphs that we could create?**
   * We can compare the other currencies vs the USD and then compare it with the success rate
   * The success/failed/live/canceled same genre vs the country