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

- The Category with most numbers of kickstarter campaigns is Theater

- Journalism had only 24 campaigns and all were cancelled, in conclusion journalism had no successful projects

-The subcategoy with most number of kickstarter campaigns was Plays

-The projects that were most successful were those with a goal of less than a 1000.

1. What are some limitations of this dataset?

-The dataset does not determine how much money was invested in Kick starter Campaign, to determine if marketing effort yield more money collected

-The dataset does not normalize data to be all in the same currency

-We do not know who is behind each campaign therefore which department or person is behind the most successful campaigns

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

-Percentage of successful Kickstarter campaigns by category

-Projects by country, by state

- Success of project depending on number of days it took to close