***1/ What are three conclusions we can make about Kickstarter campaigns given the provided data?***

* Kickstater is mostly used to fund cultural projects: the 3 main topics in number of projects are: Theater, music and movies.
* If you look at the Music category: all jazz projects in the dataset have failed, whereas every rock music project was a success.
* More successful projects are launched during the first semester of the year.

***2/ What are some of the limitations of this dataset?***

Over 300 000 projects have been launched with KickStarter and we considered only around 4000 in this dataset. We could get more robust trends by using a larger dataset.  
Given the provided data, KickStarter is mostly used to fund cultural projects, we could use other sites databases to get information about other categories of projects (technology for example).

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

We could follow the success rate and the number of successful projects along the years 🡪 identify economy conjuncture.

We could analyze the success status of the project considering their duration: we could expect that quick projects have more chances of success.