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

Except Jan and Feb in the rest of the year success and failure of the project in kickstarter are the same and during April, May, June and July they have the most success and fails.

Most successful sub category is play by far the gap is huge and it means kickstarter is a good place for plays to start.

In the category of music the percentage of failure is much less than other categories in comparison to successes.

1. What are some limitations of this dataset?

This database does not have data about what will happen to the future of the projects after kickstarter.

There is no information about the size of the groups.

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

Which country had the most success.