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

* The lower the amount you are trying to raise, the more likely you will be able to succeed in reaching your goal. A higher percentage of goals were successful on lower goals.
* Projects involving Journalism are canceled with no projects even completing to success or failure.
* Projects involving Theater use Kickstarter more than any other type of project. They have a high success rate compared to other types of projects.

2. What are some limitations of this dataset?

* Projects that are canceled don’t have any reason connected to the cancellation. It would be helpful to know reasons behind cancelling a project.

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

* You can take a look at the relationship between the number of backers a campaign has compared to the success rate.
* Take a look at what countries are more likely to succeed in reaching their goals.
* Looking at the success of projects involving theater, what are the typical goal range for these projects.