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

* Entertainment Projects like Theater, Music and Film and Video have the highest success rate among all the Kickstarter Projects
* Theater Kickstarter campaigns that start Spring and Summer Season (April – August) have the highest change of success
* The majority of the Kickstarter projects come from the Theater category are 76% plays with a success rate of 65% and also the highest failure rate among all the Kickstarter projects with 33% failure rate
* Food and Journalism Kickstarter campaigns are the worst as they have to highest probability to fail or get canceled.

1. **What are some limitations of this dataset?**

* Factors that led the campaigns to Fail Cancel Live apart from the Goal vs Pledged since there are some live projects didn’t reach their goal and are still in progress.

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

* Can create a percentage from the subcategory from the parent category to know which type of project is the bulk and the state of the project’
* The average donation versus the categories and state of the campaign