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

The best month to star a Kichstarter campaign is May, because that´s when the month with the highest rate of successfully funded campaigns. Overall, December is the month were all projects loss visibility and funding, because the success rate goes down. The users of Kickstarter are not interested in journalism, as the 100% of the projects in this data set were cancelled. More than half of the photography projects fail, same goes for animation projects (they fail at a 100%). Its viable to fund a publishing project through Kickstarter, as those are on the most successful side of the spectrum.

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

The dataset lacks the feedback of the backers, as well as their rating of the final product. We can´t know what kind of consumer backed the project, nor from which website the consumer came into Kickstarter, not even if the final product was delivered.

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

I could make a pie grapgh the shows the most successful genres for a Kickstarter project, or a chart that shows which kind of projects are most supported by the staff. I could make a progression on how much Americans contribute to Kickstarter as a whole.