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

According to data and information, kickstarter campaigns was successful 58% in average, 38% failed and 9% was canceled. As an items, I can list them in the following paragraphs:

* + More than half of the Kickstarter campaigns, 58%, were successful (2185 out of 4114)
  + 38% of the campaigns were failed. The result shows that actions needs to be taken for it to decrease goal amount.
  + The most successful category was ‘’theater” and the least successful one was journalism and food.
  + The most successful month was May and the least successful month was Dec.

1. *What are some limitations of this dataset?*
   * It looks like the data is not big enough to have a fair decision. Another saying, we need more crowdsourcing to draw statically significant insights.
2. *What are some other possible tables and/or graphs that we could create?*
   * We can check if there is a correlation between the number of days campaigns last and states ( success – fail)
   * Another possible table can be created by states vs countries to see which country support which camping more. Which campaigns is more successful in which country etc…
   * Another one would be currency vs. states. It would be interesting thing to see if there is a correlation between currency of the country and by states.