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

Based on the data presented, three conclusions can be made about Kickstarter campaigns:

* There is a significantly high number of projects that have target goals from $1,000 to $5,000 compared to projects with less than $1,000 goals. However, as the target goals increase, the number of projects degreases, except for those with more than $50,000 goals.
* Projects with goals between $1000 and $5000 tend to have the most successful rate. However, there is a little success rate for projects that aim for less than $1000 goal. $50,000 goal projects have the lowest rate of success.
* Out of all the categories, campaigns that are theatrical plays dominate in numbers of campaigns.

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

The dataset doesn’t have the backgrounds of the start-ups. With that information, we can better determine the effectiveness of the kick starter campaigns.

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

We can create a graph that shows which categories attracts the most donations and which categories has the most donations per donor. This information will have determine if certain categories are more appealing to donors than others.