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

Category theater is most popular and about 34% of all projects fall in this category. However, it is not the most successful category. Music category has the highest success rate which is 77%.

Projects launched in May and June have higher success rates.

When the project goals are low, it has more chances of success. With higher goals, the success rate decreases.

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

There are multiple currencies in this dataset and the goals have not been converted to the same currency, so cannot be compared directly, or the conclusions could be misleading.

Projects in spotlight or staff pick appears to be mostly successful. However, it is not clear if being in spotlight or staff pick is the cause of the success or the results of being successful.

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

We can also pivot or chart by country, by year, by length of projects, by backers count