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

1. Music category has the most successful campaign rate with 540 successful campaigns out of 700 which amounts to 77% which is considerable higher than the average success rate of all the campaigns, which is 53%.
2. Theatres has the greatest number of successful campaigns (839)
3. The subcategory most likely to have successful campaign is Rock, Documentary and hardware. Rock had 260 campaigns and they were all success. Similarly, documentary and hardware had 180 and 140 campaigns respectfully and they were all success

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

1. The biggest limitation of this data set is it only considers around 4000 projects out of the 300,000 projects which is not a good dataset.

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

1. I would try to find out more about the failed campaigns. Specifically, why they failed. Was it less funding or low backers count? Also, I would like to see if there is correlation between the states in the US that performed poor compared to the ones