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

* When the project goal is high, most projects were not successful. The projects with lower goals were found mostly successful.
* Projects on Theater/plays were mostly successful hence many projects kick started in that category.
* When there are many backers, the average donation is reasonably smaller value and we see more success rate.
* Most of the successful projects were from US and GB

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

* 8 years of data were provided in the dataset but it contains only 4000 projects out of the total 300,000. More analysis and trends could have been done if we get more data
* Not much information about Staff pick, spotlight
* Data doesn’t show any refunds were provided for those cancelled or failed campaigns

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

* There could be a new graph that shows campaign status based on the country and currency
* A graph could be created to show the campaign status (successful, failed etc.) based on the number of days given for the campaign such as projects with higher durations were successful.
* A graph could be created to show the campaign status by each year. This could show us, the projects done in certain year were much successful. It may lead to think about the country’s economic situations during those years.