1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. *349 projects cancelled in total, it’s little less then 10%. So, almost every 1/10 project stopped on the way.*
   2. *Food is the most unsuccessful with 140 failed out of 200 total (-70%), and Theater is the most successful with 839 successful out of 1393 total (+60%)*
   3. *Best sales happened in May 58%, June 60% and July 57% . It increases until June, peak point, then starts decreasing. June is the most successful time.*



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

*I would check 2 things; Difficulties, extra support,*

*Was there a starting budget, amount for the campaign or it started from ‘0’. Getting a ‘pace’ is not easy from ground, but if someone already is walking or jogging, he can speed up and run!*

*Why some projects draw more attention and received more support, backing? Is just campaign staff told about their project around or if they got ‘extra help’ such as advertisements! If free ads its good, but if they made payment, that goes additional expenditure.*

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

*How much each campaign collected between start and end time. Which country’ or currency’ projects are more successful. How much money each campaign need to collect in each month between start and end time for their goal.*