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

* 53% of the kickstarters campaigns are successful which means that exceed the initial goal established.
* The most successful kickstarters campaigns refer to music, theater, film & video with a success rate higher than 50%.
* A monthly average of 44 kickstarters campaigns between May 2009 until March 2017 were submitted.

1. What are some limitations of this dataset?

Data format, some fields like name or blurb are hard to correlate with the rest of data.

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

A table that shows the highest number of backers per kickstarters campaigns and a table with average donation that can be filtered by country and year. Include dynamic bar and scatter plot graph to identify the outliers and trends.

A table that segments categories and subcategories to identify the top successful kickstarters campaigns by subcategories to recommend them for future campaigns.