1. **What are three conclusions we can make about Kickstarter campaigns given the provided data**
2. Clear trend on successful campaigns. The lower the requested amount the higher the chances of success
3. Theater(and subcategory Plays), Music and Film/Video are the categories with the most successful campaigns. Theater and Film/Video have also high Fail proportion and 35% of projects fail.
4. Music has the lowest failure ratio and has one of the highest number of successful campaigns. That means that the chances to get a successful campaign in this category are significantly higher
5. **What are some of the limitations of this dataset?**
6. This dataset includes information only from 4000 projects compared to the total of 300,000. This dataset represents 1.3% of the total and there is no indication whether this information is representative. Therefore, results may be biased.
7. Kickstarter success is also measured by the products that backers are receiving back for funding the project. That is a qualitative characteristic that is not included in the dataset and potentially could be a reason why some projects are failing.
8. **What are some other possible tables/graphs that we could create**

* Pledged/goal ratio for each state and/or category/subcategory
* Days each campaign run for each state and/or category/subcategory
* TOP 100 projects by state and/or category/subcategory
* MIN 100 projects by state and/or category/subcategory