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

1. Successful Percentage is high when goal is <1000 and successful percentage is less when goal >=50000 and more number of projects failed too.
2. If we take successful rate based on Launch date more number of projects are successful in the month of May
3. Under category stats more projects are successful under music category and failed under theater category

2) What are some limitations of this dataset?

a) The projects are across multiple countries and there is no conversion rate in data, so we didn’t use conversion rate for average donation.

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

1. We could have derived successful or any other state table by spotlitght column
2. Another table by Bakers count
3. By country or currency
4. Date ended Conversion