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

* Very high failure rate for the projects and as the amount requested goes higher, the failure rate and cancellation increase. The highest amount of success rate is for projects with amount 10000 and below.
* More successful projects were allocated during the first half of the year and then failures increased.
* Theatre has the highest number of projects followed by music and video. The sub category Plays has by far the greatest number of projects. Music has the highest success rate in projects.

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

* Should have more resolution for the states in the country. It would have been interesting to see which state supports certain types of projects. The dates were in Unix format and had to be converted. The data did not seem to be clean as category “Live” was not tracked after March

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

* We could have created charts using backer’s count/ category and with spotlight. All the true projects under spotlight were successful.