1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * From the campaigns that began, 53% of them are successfully funded. Only 37% failed.
   * The category were more campaigns started is theater, the less was journalism.
   * The year that had the more campaigns was 2015, after that 2016 dropped in the number of campaigns.
2. What are some limitations of this dataset?
   * We need more information to obtain for example in what part of the world there is more support to the campaign.
   * Maybe we will also want to know about the conclusion of successful projects, do they were finally made.
3. What are some other possible tables and/or graphs that we could create?
   * We could create some more conclusive tables, with the totals and percentages of successful campaigns and fails.
   * Some trend graphs, to show the relation between variables.