1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. The most successful campaign was “Theatre” however at the same time is the category that has the most failed projects, especially in its sub-category “Plays”. This only means that it was the most popular campaign probably because it was the campaign that required the least of average donation.
3. Overall throughout the years, the tendency for month May was when more successful projects were completed and December the least successful. It’s also important to mention that December is the only month that has more failed projects than successful ones.
4. The only project that surpass the goal by 303833% or around 3038 times its pledged was on the category of “Music” in sub category “Rock” this is definitely an outlier since no average donation comes near the recollected money.
5. What are some limitations of this dataset?

The currency is a limitation; because in order to have solid conclusions for the money pledged everything should be is a single currency (ex. USD).

Another limitation is the goal to fund the campaign; because it targets different amounts and this may cause inconsistencies over time.

Last the period of grace for each deadline were different and random.

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

Money pledged VS Category to determine which category required the most money to realize the campaign.  
Country VS Successful to analyze the country that most contributed to successful campaigns and also the country that least contributed.

A plot chart that shows successful campaigns overt time would be convenient tool to analyze which campaigns took longer to gather the money.