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

From the data we can figure out some conclusions regarding the projects. The three key findings are listed below.

1. Majority (53%) of the campaigns were successful.
2. There were maximum number of projects related to music and entertainment and most of them were successful as well.
3. Projects with lesser goals (less than 10000) seem to be more successful whereas those with higher goals (more than 45000) failed. Projects in between were almost equally successful or failed.

**What are some of the limitations of this dataset?**

1. Though majority of the projects were successful, we can not figure out why some projects were successful while others were not.
2. The data set does not tell us about the factors that made the donors believe in the project and fund them.
3. Successful funding does not guarantee the success of the project. We do not know if the projects successfully funded were completed successfully.

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

Other possible table or graphs could be the following.

1. Relationship between different categories and the total funding received.
2. Also, relationship between goal amount and fund received for different goal categories.