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

As per the given dataset, it shows more likely to be successful than to fail or get canceled. Music (82%), and theatre (63%) are the most successful Genre’s on Kickstarter, especially Plays and Rock music whereas others such as food, games, and publishing have the lowest success rate. When we look into the subcategories projects that were completed meaning that they were either successful or unsuccessful. Classical music, documentary, television, pop, radio, are some of the subcategories that are a hundred percent success rate whereas we have jazz, mobile game, animation, children’s book which are a hundred percent unsuccessful. However, the sample is small to derive a solid conclusion. Kickstarter Campaigns started in May seem to be the most successful. Higher dollar goals do not adversely impact success.

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

Since the dataset is not large enough, it is hard to make a relevant statistic result. Without knowing the size of the population, we cannot be sure that we are using a representative sample size.

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

Success rate and lowest rate can be seen in trends if we could analyze the data by states. I think there would be a trend to see what separates the duration of the successful and unsuccessful project if we could analyze the projects by the duration of conversion using the data created and date ended conversion.