1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. Over the span of the report period Kickstarter funded projects within the Music Category were most likely to succeed (approximately 76% succeeded).
3. Approximately 26% of all Kickstarter projects were plays with a success rate of 65%.
4. Projects that launched in the first half of the year (Jan-Jun) seemed to have a better chance of succeeding.
5. **What are some limitations of this dataset?**
   1. It may be helpful if there was demographics data (age, gender, ethnicity) on the Backers, that way we could determine which demographic groups are more likely to contribute towards different types of projects.
   2. For many of the countries, the sample data size we have is very small for the 9-year period; therefore, it is challenging to assess the types of projects that have done and/or will do well in some countries.

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

1. Average number of backers per project by category across the different states (successful, failed, canceled, live).
2. Average number of backers per project by sub-category across the different states (successful, failed, canceled, live).
3. Compare the count of total Spotlight projects vs. non-Spotlight projects.
4. Compare the count of total staff picked projects vs. non-staff picked projects.