**KICKSTARTER PROJECTS**

1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

* Projects with lower goal funding have higher sucess rate than projects with higher goal funding
* Theater, music, film and video have the highest success rate.
* Games and photography have no cancelled projects
* July has the highest month for successful projects

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

* It does not give any data to show the reason for success or the failure of the projects

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

* We could create a pie chart or a map