1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
   1. Based on the first Graph, the companies in music, film & video, and theater industries have been more successful since they have larger number of successful projects than other industries.
   2. Second conclusion based on the subcategory graph:
      1. the subcategories in which all of the projects were successful are as follows:



* 1. based on the data on third spread sheet, the projects who started in the month of December have the lowest percentage of being successful. Therefore, December is not a good month to launch a project.

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

We were working on 4000 past projects to uncover any hidden trends. One of the limitations is how these 4000 projects were chosen? There are over 300,000 projects launched on Kickstarter and we are only analyzing 4000 of them which is 1.3% of all the projects. Our conclusion based on this data will not be very accurate and reliable.

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

We could have used scattered plot graph to find the relationship between the initial goal and the number of investors.