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

* Based in bar stacked chart, music has the better chances to get successful raise.
* Classical music and rock are the best categories to get successful raise, in fact these categories always have been successful raised.
* The best month to create a project is May. The 1st quarter of year is the best period to create a project

What are some of the limitations of this dataset?

* We don’t know which countries are contributing.
* We don’t have any data of backers profiles.
* We don’t have any data of frequent answers of this projects.
* We don’t have any data of project owners profiles.

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

* We can make multiple regression using the columns with quantitative data, to get if there is a pattern.
* Stacked bars chart showing the percentage of each outcome by month.