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

1. If the goal was small <1000-5000, there seem to be higher percentage of successes, however, when it is greater than 50,000 more chance of failure than successes.
2. Furthermore, the chances are almost equal between successes and failure if the goals were to fall within the range of 5000-50,000
3. There is a very high percentage of interest in theater and almost zero in journalism.
4. Somehow documentary seems to be 100% successful?

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

This dataset seems to be quite large but missing so many other categories such as biomedical, pharmaceutical, etc.

The other limitation of there seems to be predictive values to give to early backers

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

We could create table/graph on the duration(Date ended-Date created) for each category and sub-category.

We also create graph/table to show the states for each country and compare the each of the state (successful, failed, or canceled) vs each country

We can also create each state per goal breakdown (i.e. less 1000, 1000-4999 etc ) vs state (successful, failed, canceled)