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

-In general, the campaigns that were most successful had to do with entertainment. Specially in the categories of theater, music and film & video. And all campaigns related to journalism failed.

-In the subcategory section where most of the campaigns were launch was in plays. And it seems like about 60% were successful and close to 40% failed. A few subcategories seemed to have been 100% successful but the number of campaigns launch for these were much smaller compare to plays.

-Most campaigns that were successful had the highest increase from March to May. And there was a decrease of successful campaigns after. It seems the lowest number of successful campaigns were in December.

1. What are some limitations of this dataset?

Some limitations could be that the date is incomplete, no information of how the data was obtained, and not data to show why some campaigns are more successful than others.

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

Some other tables or graphs that can be use are scatter charts or whiskers charts to show for example outliers. Also use table or a chart that shows which campaigns were more successful in each country or region of the world.