1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. There is a significant amount more play’s being created
   2. Since 100% of the *‘Animation’* kickstarter’s movies Fail we can determine that there is not enough investors willing to support this type of project for it to succeed (They are not popular). Whereas, ‘*Classical Music’* & *‘Rock’* have 100% success rate.
2. What are some limitations of this dataset?
   1. These kickstarter’s are dated so they might not reflect current market trends even though they are ability to show historical trends.
   2. Having the ability to have a rating system
3. What are some other possible tables and/or graphs that we could create?
   1. A bar graph that counts duration for each successful Kickstarter. However, we would need the date that the campaign reached 100% of their goal. This could help with better understanding ROI and forecasting target dates.
   2. Creating a chart that reflects percentage of successful campaigns to help insure a successful campaign.