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

* About 50% of the total campaigns are successful.
* Most of the successful campaings come from the category Theater and Music
* The sub category “Plays” has more success rate which is around 65%.
* As the Goal of the Campaings increased, the total number of projects and success rate have decreased.

1. What are some of the limitations of this dataset?

* Unable to figure out the reasons for the failure/cancellation of a given campaign
* Data doesn’t provide enough information about a Backer and Creator

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

* Create a chart that displays Bakers count grouped by Category or sub category.
* Create a chart for contributions for the campaigns grouped by Countries