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

1. When the Goal is 40000 mark, the failure rate goes high and the success rate nosedive.
2. The theatre category brought more success with some percentage of failure, while the Rock subcategory under music did not record any failure
3. Month of May recorded highest period of success records

2. What are some limitations of this dataset?

1. Breakdown of the Backers statistic to deduce the interest
2. Precision score for the success

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

1. Table to show how long each campaign runs
2. Chart of campaign based on the country location