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

I conclude that the top 3 categories that are most likely to succeed in Kickstarter are Theater, music ,Film & video. The variance between successful initiatives versus the cancelled or failed initiatives is around 300 which may impact the backers decision in making future pledges. Based on the data since 2009 successful Kickstarter projects double in number and fluctuate until the year of 2017. The fluctuation rate is caused by an increase in failure rates for previous years and lower numbers of backers.

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

The limitation of the dataset is that we don’t have the individual pledges. To fill in the gap we

assumed that each backer has donated an equal amount in order to determine the average donation.

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

We can add descriptive statistics so we can have better understanding between the variances and deviation of the data.