1.Three conclusions about the Kickstarter campaigns:

1. Projects that are successful seem to be in film, music and entertainment category.
2. Play sub category is most successful compared to all the other categories.
3. There seems to be an increasing trend in the umber of successful project during the first half of the year. Subsequently many projects failed during the second half of the year. Cancelled projects are relatively stable or flat throughout the year.

2. Limitations of the dataset

a. Using this data set we cannot come to a generalized conclusion about the projects across categoty. There is a huge range of data between categories in crowd sourced funds.

3. Other possible table/graphs that we could create are

a. There seems to be a distinct grouping of data based on the number of projects funded in sub category. Number of Projects funded less than hundred, number of projects funded between hundred and two hundred and the number of project funded more than two hundred. We can analyze data based on these three groups.

b. We can analyze the relationship between the goal and the pledged amount for each parent category and sub category.

c. We can analyze how the projects are doing across countries.