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

* The most successful categories for campaigns are theatre, film and music, however, even though theatre has a high number of successful cases, there were also many failed cases. These types of categories can be easily accessible through internet for customers compare to food trucks. The base of the customers are not limited to locations.
* The number of successful campaign is greater than the number of failed campaigns for each month. This is a positive sign that the economy is prompting and encouraging businesses. We can also see a pattern that the businesses were more successful in the summer time than in the winter time, this is possibly due to the more active lives in the summer time.
* The outcome of successful campaigns was higher when the goal was smaller. Usually, smaller investment has a quick return, and larger investment has a prolonged period for returns. Unless the business has a solid base of customers, the larger investment would be harder to sustain.

1. What are some limitations of this dataset?

* The limitation of this dataset including, how much energy/money was used to advertise the business, how much percentage of the budget will be used to start the business, how much base audience/customers does the Kickstarter had before launching, and how many competing or similar businesses were developed around the noted area.

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

* Other possible table would be helpful in determining the success rate of the campaigns were how much percentage were funded vs the status of the project. Other graphs could be plotted are how long the project lasted versus the status of the project.