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

Overall, the rate of cancel is constant. Since may, the success rate goes down. December it is the worst. So they have to change a strategy for those months.

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

We can not see the degree of successfulness or fail.

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

We can create 3D bar charts