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

* Most of the campaigns are successful in month of May.
* As the goal increasing, success rate falling & failure rate increasing
* Theatre/Plays has highest success rate.

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

There were some limitations in the provided Dataset.

* There is no Rating or popularity numbers in the data sets. Success or failure rate is just based on the Goals, when it achieved its goal, campaign is considered to be successful.

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

* We can create a graph to see which category has more campaigns in which year & what was the state of that series.
* We can create pivot table by years in Rows and category in Columns, by counting the state.
* We can add a filter by state to see how many are successful, failed, cancelled, live.



* As like this we can also create a pivot table based on Countries, to interpret the number of submissions per country.