Kickstarter report based on data:

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

* Film & video, theater, music is the most three successful projects on this campaign for the last couple of years. (2010 to 2017).
* Among Theater and music, play and roc music are the most successful.
* Successful rate is very high during May and June.
* From all countries, US is the top country for the most project succeed.

1. What are some limitations of this datasets?

Data cleansing is the main concern for any datasets.

However, not sure about this dataset are pure, cleaned or not.

Dataset size is matter about.

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

* Success rate per country
* Pledged per country
* Success rate per year and month
* Category per backer
* Average time to reach goal
* Kickstarter campaign comparison between country