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

First, in “Category”, the most successful three project are “Theater”, “Music”, “Film&video”. Among them “Music” has the highest successful rate. In “Sub-category”, “plays” is the most popular project.

Second, in the past years, average successful projects inclined and reached the peak in May, then declined to the bottom at Dec.

Third, from the money amount of projects point, the successful rate decreases with money amount increases.

2.What are some limitations of this dataset?

This dataset didn’t show the relationship between popular projects and the busy season.

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

Table showing relationship between successful rate and project time period.