1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. According to Pivot table 1 and 2, among the parent category, theater category has largest number of projects and projects with positive result. Journalism has the least positive projects. Among all sub-categories, play has largest number of projects and projects with positive result. Art books, gadgets, makerspaces, metal, nature, places, restaurants and world music has the least positive project results.
3. According to Pivot table 3, the number of successful projects during the years increased during the first give months at the first place, then generally declined with peak at 233 successful projects in May.
4. Generally speaking, the percentage of case successful decreased with the increase of goal amount.
5. What are some limitations of this dataset?
6. Data collected from a small fraction of the population (roughly 1.3% of total projects) and are subject to error.
7. The data is not mentioned that how it gained and if the projects were chosen randomly. The conclusion could be biased.

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

We can create tables/graphs to show relationship between the number of successful projects and backers’ count, whether staff picked the projects, country of the projects etc. Also, according to the percentage of funded compared with projects’ goals in different categories, we can see the category of most funded projects compared with their goals. In that case, we can predict what projects have higher possibility to succeed according to the result.