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

* Within all parent categories, “Plays” have most projects, and the successful rate is the highest.
* Within all sub-categories, “Theater” has the most projects, while “music” has the highest successful rate.
* Total projects in July is the highest, while May has most successful projects.

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

* Based on statistical analysis, this data set has large variation and is right-skewed. There are outliers and there is a huge difference between min & max goals.
* 4000 projects with few variables might not be enough to indicate significant trends.

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

* Histogram, scatter plots and box plots of Goals and Average Donation.
* Pie chart of state, parent category, and sub-category.
* Pivot table of to analyze range of goals and state of projects.