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

* Theater category is the most popular projects and journalism is the least popular on Kickstarter.
* Music category has the highest successful rate.
* Within the theater category, plays are the most popular projects.
* Toward the end of the year, there tends to be less successful projects.
* Higher the goal, higher the failure rates and lower the goal, higher the successful rates.

1. What are some limitations of this dataset?

* The dataset does not explain the why some projects are more successful than the others. It also does not explain how and why some projects were able to draw more backers and donations. (e.g. Are the successful projects using any specific marketing strategy to draw more backers/donations?)

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

* We could compare the state of projects against the number of backers and the average donation to see if the number of backers affects the successful rate of projects. Also, we can compare the targeted goal against the number of backer/average donation to see if the there is any trend to see if any specific goal amounts attract more backers/donation.