1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

Q1:

* Under category analysis, we can tell theatre project has most successful as well as failed case.
* Under sub-category analysis, 'plays' sector has most successful and failed case
* In May, there are most successful cases, toward the end of the year, successful rate drastically drop

Q2:

Limitation:

* data is not live updated
* not in depth analysing the case by case
* all based in US, data set may not suitable to give insight in AUS
* Goal of funding has huge impact on success rate which will disturb the impact of other variables.

Q3:

* scatter graph to find correlation of the variables
* average donation to goal line chart