1. Category Stats:
2. Sub-Category Stats:
3. Outcomes Based on Launch Date
4. Goal Outcomes
5. Given the provided data, what are three conclusions we can draw about Kickstater campaigns?

* Category Theater had the highest number of project launch, with approximately 50% successful rate.
* Category Theater and Music had highest success rate. Food and Game had very low success rate. Technology had highest rate of cancelation.
* Projects were launched in the summer, especially in May, had higher rate of success. Projects were launched during end-of-year (December) had higher rate of failure.
* Outcome based on goals: in general, success rate decreases with higher goal. Any goals less than $20,000 have greater success rate.

1. What are limitations of this dataset?
   1. Dataset doesn’t have the level of experience (show by how many projects creators worked on) of the project creator. This factor would potentially impact the success rate of the projects.
   2. The number of project greatly increased from 2009 to 2015, the peak of Kickstater. The number of projects decreased since then. Starting 2015, the success rate decreased. The higher success rates from the earlier year might have been the outcome of the hype of Kickstater. This would impact the prediction of the success rate of future projects.
   3. Dataset does not show how successful the projects were after they were funded. This might impact the decision of crowdfunding for future projects.
2. What are some other possible tables and/or graphs that we could create?
   1. Correlation between how longer it took for each category or sub-category to reach the goal
   2. Relationship between spotlight and the success rate
   3. Relationship between category or sub-category and average donation
   4. Distribution of projects by country
   5. Success rate over the years
   6. Amount of money pledge over the time of year or over the years