1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. In category film & video, all video games are successful. However, all video games of category games failed. There is on conclusion we might could make. Video games with stronger story line are more popular than regular video games.
   2. Plays have the most volume in all categories.
   3. California has the most kind of categories.
2. What are some of the limitations of this dataset?

The data result fail to provide the details for analyzing why those products were failed, canceled, live and successful.

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

We could create backer count relationship with category and state.

We could create whether how many time of conversion would affect the number of backer count.