1. According to the first and second pivot table, it shows that there were more than 4000 campaigns on the Kickstarter, and more than 50% of them were successful. The number of failed is just above 1500. Only 50 campaigns are still live. Among all the projects, the one categorized as theater stands out remarkably, nearly 1400 in total, with 839 successful.

Besides, the successful rates for film & video and music are high as well.

If we analyze these figures in the perspective in months, we can see trends clearly. In the terms of successful cases, it increases from Jan and peaks in May, and then decreases till December, with a bounce back from September to November.

In regard to those failed, the total number is relatively stable, ranging from 100 to 150.

The figure for canceled is the lowest, accounting approximately 70 in every month.

We create another pivot table to assess the data based on their initial goals.

In general, the successful rate is dropping, and the rates for failed and canceled is climbing, with the increasement of goals.

1. There are several limitations below:
   1. The data is not up-to-date, and I have no clue if this dataset is complete
   2. There is no description about data source and data quality
2. We could create a table and chart to discover if there is a relationship between staff pick and state.

Or we can analyze the scenarios in different countries.