1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. The top 3 categories are theater, music and technology campaigns, which occupy over 50% of the total campaigns. Most of the theater campaigns are successful while journalism campaigns are all canceled.
3. Classic music, electronic music, metal, pop and rock music campaigns are all successfully funded. Plays in theater category still the most funded category. We could see that music and plays are really trend nowadays.
4. The campaigns that are successfully funded are always more than the campaigns that failed or canceled all the year round, except on December.
5. What are some of the limitations of this dataset?

The relationship between the time period and the status, the seasonal dependence funded category and unclear to see.

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

We could create the backers information with each category, which may give us insights about the trending of the marketing.

We could also uncover the relationship between the initial goal and percentage funded. When the initial goal set larger than 45000, the possibility to fail increased.