1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. The overall success rate is 53%. That indicates that slightly more than half of the crowdfunding businesses made it through and be profitable.
   2. The top three categories that have the highest chance of success are music, theater, film and video. These three categories are all related to entertainment industry.
   3. The US accounted for 74% of all the projects submitted and ranked top in all types of state, success, fail, canceled, and live.
2. **What are some limitations of this dataset?**
   1. One limitation is that this sample may not be representative of the population, given the number of projects launched with Kickstarter.
   2. We are missing the most recent years data to identify the trend
   3. We don’t have the survival rate to see how long the projects are still ongoing
3. **What are some other possible tables and/or graphs that we could create?**
   1. We can create a trend line by month to see if the success is correlated with seasonality
   2. We can take a look at the country to see what the top 10 countries are with the most projects launched and the success rate
   3. We can take a look at the description to identify if certain pattern contributes to the higher success rate