1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**

Kickstarter has %53 successful, %37 failed, %8 canceled and %1 live projects. Plays covers %26 of all projects and it has %65 successful projects. Play category has the highest projects in May and has %69 successful projects.

1. **What are some of the limitations of this dataset?**

The limitation of dataset are id, country, parent and sub-category.

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

We can show the ten highest earning sub-category. Kickstarter earned 46$ million from projects. Ten highest earning sub-categories are hardware, documentary, wearables, plays, tabletop games, photobooks, spaces, rock and space exploration, respectively.

