1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* More than half of the projects were successful (2,185 out of 4,114)
* Subcategory “plays” has the dramatically highest successful and fail number, extra attentions should be paid for this subcategory
* Both failed and canceled projects are relatively equally distributed through the year, but successful projects show a peak in month of May

2. What are some limitations of this dataset?

* A few projects are still “live”, the analytic results only represent the current stage but not final
* It is not fair to compare project from different category or performed in different country

3. What are some other possible tables and/or graphs that we could create?

* For each category, show the trend of successful/failed/canceled/live by years
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* Compare the highest number successful project in all countries to see each countries preferences.