**Answers to the questions**

1. Here are the three conclusions that we can make about the data from Kickstarter campaigns:

i) Projects tend to be less successful as the goal amount becomes larger, and vice versa.

ii) In all combined categories, more than half of the projects become successful at the end.

iii) Projects related to entertainment category (theater, music, and film & video) tend to be funded more heavily than other categories, and they have higher percentage of success than the other categories. On the other hand, categories such as journalism have least chance of success. Although technology also have high funding, only about one-third of the total projects in technology become successful.

2. This dataset fails to explain why entertainment categories such as theater, music, and film & video are more successful in getting funding than the other categories. Is it because most of the backers for the projects are from entertainment industry and tend to pledge for their own industry? Or is it because these categories are more profitable than other categories, and so backers for the projects tend to fund them since they see high value in them? We can not get definitive answers for such questions from these data.

3. For table options, we could have created a table that would summarize project category, sub-category and outcomes by country. This would tell us types of projects that have the highest chance of success by country. For graph options, we could have created a pie chart that would show percentage successful, percentage failed, percentage canceled and percentage live for total projects.