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

2. What are some limitations of this dataset?

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

The data analyzed in this report shows that there are varieties of differences between campaigns in different countries and years, in terms of types of campaigns. It is clear to see the most of presentation campaigns were recorded overall under 200.

The most figures were in theaters/plays where was it had presented slightly over 1000 campaign for eight years (2010 to 2017). It begun so law in the beginning of three years, then it increased sharply in the flowing years (2014, 2015, 2016) respectively.

Other illation that noticed, both canceled and current live projects was the lowest figures in most of the years, so that mean most of the project that presented in the Kickstarter people was interaction seriously with campaigns, support them by finance or not.

Journalism projects was the least field of campaigns had presented, as well as, all the offered which was 25 projects had canceled. So personal conclusion is the creativity and innovation are vary lacked for new ideas in that field.

The dataset focusses on significant data which is related to popularity fields were taking campaigns and how many backers would like to support. As well as, to know a plenty of details about how extent campaigns are successful, failed, canceled, and live currently in different counties.

As more as, there plenty of suggestions of tables can be created. For examples, table shows specific name campaign with certain values, such as, average donations and backer count for certain states to know how much people are interested in.