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

1. The dataset include data from 2009 to 2017, with a total outcome of about 46 million. Projects are from 21 countries and regions, but US takes 75% of the project count, all major category and majority of the sub-categories.
2. The average successful rate is around 53%. The highest successful rate (71%) falls to the goal category of less than 10000, and the successful rate decreases with increased goal, whereas cancel and failed rates increase. For projects with goal of more than 50000, the successful rate is less than 20%.
3. In US projects alone, Music, film and theater have the highest successful rate of 75%, 61.8% and theater 57.1% respectively; flowed by photography of 46%, games, technology and publishing around 35%; whereas food (20%), and journalism (0) have the lowest successful rate.

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

1. The data is relatively small, especially when distributed to each sub-category.
2. The data is only till 2017 March, thus the conclusion drawn may not reflect the recent trend.

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

We can do box plot on the duration of project, in categories of state, to further analyze the features of successful projects.

We can also do colored map to see the country distributions in category and in successful rate.