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

* Campaign throuh theater was the most effective way to raise the funds and exceed the goal. Then it follows with music and film & video.
* Theater and music has more than 50% of reaching the goal to be successful.
* The % of getting it successful is 53%. The Kickstarter campaigns should mainly focus on those has less failing method to improve the percentage of successful campaign. That will lead to better figure in raising the funds.

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

* There are no cost data to compare how successful it actually is base on cost and funds raised.

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

* Comparison on percentage of successful, failed, and canceled.