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

-According to Outcomes Based on Goal line chart, the goal under 10000 has more than a 50% success rate.

-With all the countries, theater has highest success rate, then music and film & video respectively.

-The number of successful projects is greater than failed and canceled projects throughout 2009 to 2017.

1. What are some limitations of this dataset?

It depends on how we want to use those data for and how to use it. The problem I have discovered is when pledged higher than goal is necessarily successful? But we do not know how realistic those goals are. Also, we don’t know how those data in the set was selected because it is possible, we get the non-reprehensive data from kickstarter. Another limitation is the number of cases from year to year is unbalance. For instance, 2017 only has 157 projects to analyze, and 2015 has 1225 projects to use.

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

-Create a scatter plot that filter countries first then compare backers\_count and pleaged

-Filter by countries first, then quartile method to Pleged dataset then create a box plot.