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

1). According to the provided sample data, there were 4114 launched projects (50 in progress), with a success rate of 53%. Among those four thousand past projects, almost half were theater and music related. Specially, theater related projects took one third of the total with a success rate of 60% and music related took almost one fifth with a success rate 77% (the highest among all project categories). We basically can say this crowdfunding platform would be a very good choice for people who want raise money for theater and music related projects.

2). From the line chart of outcomes based on goal, we can see that the percentage of success is sort of negative related to the goal’s amount. The initial goal of less than $1000 has the highest success rate (71%) and the projects with goal of greater than $50000 has the lowest success rate (19%). So, this platform is more recommend to projects with initial goals under $10000.

3). The pattern of launched month also matters. It seems like projects started at May has the highest success rate. So organizations who want to get funded on kickstarter can do more research on the launched date and the deadline to have a better idea.

2, What are some of the limitations of this dataset?

1). Sampling errors. The sample size could be larger in order to get more accurate conclusions.

2). Limited variables. The dataset has not considered social culture related factors, like the fundraisers team/personal influence, the advertisement of the projects in other platforms, etc.

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

1). We can explore a table/graph showing the success rate per category and sub-category.

2). We can explore a table/graph showing the relationship between the amount of backers and initial goals per category and sub-category.

3). We can explore a table/graph showing the relationship between the deadline and its chances at success, failure, or cancellation.

4). We can explore a table/graph showing the trend of how many campaigns were "successful," "failed," "cancelled," or are currently "live" and success rate according to years per category.