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

Based on the data available to us, it shows that the success rate differs across different categories; however, the following industries: Film & video, music, technology and theater enjoy much greater success rate; and have raised most amount of money than other industries

In Kickstarter, a project is consider “Successful” once it meet its initial funding goal. However, success rate on Kickstarter alone is not indicative of the project’s success in general.

I suspect that the success rate by category varies over time due to the shift of trend.

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

The small project size may not be representative of the whole picture and therefore, more in-depth analysis is recommended.

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

Maybe Scatter graph with a trend