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

* Theater, Music, Film and video campaigns are more successful and very less cancelations.
* Campaigns success rate decreases in last quarter of the year
* All the live campaigns fall under first quarter

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

* Many campaigns were pledged much higher than goals, which doesn’t help about future goal and pledge fund predictions.
* Some campaigns were pledged higher than goals, were still cancelled, which makes prediction hard that reaching goal will make campaign successful or not.

1. Some other possible graphs

* Goal v/s state and pledged v/s state, to see how many campaigns reached goal and compare its state
* Category or sub category v/s backers count, to see in which campaigns people were interested in and lost interest later on.