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

* From the first pivot table, category “theater” has the greatest number of projects, the greatest number of successful projects and the greatest number of failed projects.
* From the second pivot table, sub category “plays” has the greatest number of projects, the greatest number of successful projects and the greatest number of failed projects.
* From the third pivot table, within a year, the number of successful projects seems decreased, the number of failed and canceled seems similar and total number of projects from each month seems decreased.

1. What are some of the limitations of this dataset?
   * The data/table/chart doesn’t provide the rate/percentage of successful, failed, canceled and live from each category. Some projects have higher number of successful projects just because of larger number of total projects in that category. Some projects have lower number of successful projects but the percentage of successful projects are greater than other category. People can be interested in the possibility/rate of success from each category to make decision.
   * Number of people working on the projects could be another factor to determine success or fail.
2. What are some other possible tables/graphs that we could create?
   * Correlation of successful, failed, canceled rate/percentage within each category and sub category
   * Correlation of duration of projects (from created to ended) with number of successful, failed and canceled projects.
   * Correlation of number of backers or backers support with number of successful, failed and canceled projects