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

It has been very interesting and relevant to work on this dataset. One of the basic and most important observation for me is the overall growth of Kickstarter. We got quite a lot of information about a huge number of crowdsourcing projects located on Kickstarter. Even though the dataset is not 100% complete, but we could still draw the following three valuable conclusion.

* The success rate looks strongly affected by project goal size, category, and campaign length. Taking this information into account, it is possible to make reasonable predictions for the success of live projects.
* Projects with a duration of less than 30 days tended to succeed. It looks that projects with a shorter window of time pressure backers to donate sooner and encourage other backers to donate based on recent contributions. It seems that such projects don't have time to go stale.
* Surprisingly there is a drop of the success rate early 2014, even though the total money raised is still growing. While we might think that a longer time period may attract more donations over a greater period, the data suggested differently.

1. **What are some of the limitations of this dataset?**
   * The dataset uses different currency and hard to make accurate analysis and conclusion as there will variations in exchange rates.
   * It would be great to have locations within the USA to find predict success rates
   * There is any data/information related to success/failure rates, for example projects from the theater category show an unreasonable success rate at some point.
   * Sources data and why it is presented and tabulated in such form
2. **What are some other possible tables/graphs that we could create?**

* Success Vs Failure rate by year launched, and number of projects by launch year: these graphs/tables could show us if there is any variation between types of projects based on year.
* Success rate Vs length rate: It seems that overall, projects exceeding 30 days have a lower success rate than projects lasting fewer than 30 days. In fact, there seems to be a negative relationship between success rate and project length for projects exceeding 30 days.
* Distribution of success by campaign length: It does appear that the vast majority of projects are set to just under 30 days.