1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

1)According to category data(sheet2), theater has the highest number of success and music has the second most success number, but compared to failure as a percentage, music is the most successful category. 2)Among subcategories (sheet 3), plays have the largest number of success, but if you look at the success and failure as a percentage, classical music, documentary, electronic music, hardware, metal, nonfiction, pop and radio and podcasts have a 100 percent success rate. Among 100% success rate projects, rock has the largest number of projects. 3)According to the monthly data (sheet 4), the number of successes is the highest in May and the lowest in December. Even in December, the number of failures is higher than the number of successes. 4 (sheet 5)The smaller the goal amount, the higher the percentage of success.

2. What are some limitations of this dataset?

There is a limit to comparison because not all projects are in one currency. And because each project has a different duration, there seems to be a limit to comparison.

3. What are some other possible tables and/or graphs that we could create?

Percent funded graph would be helpful to analyze the data. Pie chart can also help compare failure rate and success rate at a glance.