1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Music related projects have the highest possibility to succeed in the end.
   2. Journalism related projects have the lowest possibility to succeed in the end.
   3. In general, the higher the goal trying to reach, the lower possibility the project will succeed in the end.
2. What are some of the limitations of this dataset?
   1. The data starting from 2009, I think we probably doesn’t have a longer enough history for Kickstarter projects. When we are investigating the project status, we should also consider the world economic status changes/ the hiring market situation etc, so in this case, the longer history we have, the more comprehensive results we can get.
3. What are some other possible tables/graphs that we could create?
   1. I think a deeper investigation can be made on the data which excluded the projects doesn’t raised enough money to reach the goal.
   2. Also, some more investigation (tables and charts) can be made for those projects doesn’t raised enough money, to see in which category backer really don’t interested.