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

Base on the Pivot Table 1, we can see Music, Film Video and Theater project have higher successful rate, it means people, more focus on the entertainment area.

In the sub-category area, we can see “plays” is the highest rate in successful, either in Fail. It means, people really focus on the “plays” area and make the investment not even in other industry.

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

I think the limitations of the dataset is, missing the invent time length of each project, and how many people invent or include this project. So if more people join the project and more time spend on it could be increase the successful rate in this project.

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

We can make one more column which is length of time to launch the project, then create a table relate with length of time, state, and category. See how is their relationship.