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

From the given data, we can conclude the following three points:

1. Theaters are the project that most people trying to get fund, and the food are the project that least people try to get found, excepting the projects that related to the food, cause all of these are canceled in the end.
2. In the project that related to the theater, plays take most of the counts.
3. For the trending, we can find that the trending of canceling a project almost stay constant throughout this year. The number of failing projects is fluctuating between 100 and 150 and July has the highest value, which is 150; April has the lowest value which is 102. The overall number of success projects is decreasing, because in January, there are 182 projects are successful, but in December, there are only 111 projects are successful, although May has the highest value which is 234.

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

In the dataset, each category and each sub-category are separate to each other, did not given us a chance to compare each category and each sub-category based on the overall total counts. For example, if the dataset gives us the percentage of fail, cancel, live, and success based on the total counts, because, for some categories, they have lower overall counts, but they have a higher percentage of success based on the total counts (ex: hardware, they have only 140 projects, but all of these are success, they contribute 6.5% to total success, however, for space, it has 187 projects, but they only have 85 projects successfully funded)

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

We can create a pivot table that filtered by category, and sub-categories as row, which value based on the percentage of funded.