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

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

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

Answer:

1. 1)Music industry has the higher rate of successful then the other categories.

2)Combine with all the countries, plays are the most popular one.

3)Out of all the months, May,June,July are the most busy month. Summer time!

1. The time zone of each project location for the launch date.
2. We can create graph base on the countries, which countries has the most kickstart projects