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

First, if you look at the chart that you've divided by category there were the largest number

of funds launched to related to theater. Second, if you see the chart that divided by sub-category, there were the large number of funds launched to relate to play. Third, if you see the chart that divided by launched month, as the end of the year came, the number of total funds and the number of successful funds were decreased.

1. What are some limitations of this dataset?

If the currency was unified, it would be easier to compare. And the number of funds created by each category and sub-category is different so adding successful, failure, live and canceled rates by category and sub-category would make it easier to compare. And the last, the goal amount of the fund and the period fund of raising are different. It could be more likely to succeed for a smaller goal amount and a longer period.

1. What are some other possible tables and/or graphs that were could create?

It would be good to show a chart on the state of funds by each country and a chart for how many backers participated.