1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns
   1. About 50% of the projects are successful while 50% are failed or cancelled.
   2. The success rate and the failure/cancellation rates are showing a dip towards the end of the year. But the dip in the Successful projects is more prevalent.
   3. The projects related to the Visual Media have the more successful rate.
2. What are some limitations of this dataset?

The data set does not have the geographic location or the population details for the pledge taken.

The historical data and its relevant attributes are missing that demonstrates the people’s preference on the category of projects.

If the above-mentioned data was available, many of the failed or cancelled projects and respective pledges could have been avoided. As a result, the efforts on the failed projects could have been properly channeled for the Successful campaigns.

1. What are some other possible tables and/or graphs that we could create?
2. Category /Status graphs
3. Subcategory/Status graphs
4. Status/Pledge amount graphs
5. Backers count/Category
6. Backers Count/Status