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

1. Once the project is on Kickstarter, A Chance of getting success funded is always higher than being failed or canceled
2. The most successful and submitted project is theater/play
3. The higher goal does not affect the successful rate.

What are some of the limitations of this dataset?

* We don’t know how many people reach out to see each campaign such as website visits.
* Presentation and contents could be a significant factor for the campaign successful rate.

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

* How long each campaign started to the end date
* The chart of Outcome on the timeline from 2009-present
* Average donation and number of backers
* Number of campaigns submitted each country