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

The conclusions that we can make about Kickstarter campaigns are 1). The Theater category has the most number of successful founds. The Music category has the highest rate of successful founds. The Journalism category has the lowest number and rate of successful founds. 2). The Plays sub-category has the most number of successful founds. There are many sub-categories (about 49%) have not any successful founds. 3). Most founds ware created on May. The founds ware created on the last month of the year have the lowest successful rate.

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

One of the limitations of this dataset is that it does not take the currency into consideration. Different countries used different currency. So, when we compare the total goals or founding pledged, the value are not accurate due to the non-uniform currency this dataset used.

The other limitation is that different country has different time zone. The exact dates may different when we convert the created dates and ended dates

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

We can create a state and backers count graph to analyst the relationship about the found state and the number of backers and the average backer donation.

We also can create a line graph to analyst the percentage successful, failed, and canceled along the different years or different countries.