1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. Looking at the state of parent categories, we can see that categories like music and theater and film &video have relatively higher rate of successful campaigns while categories like food, game, photography and technology have very low rate of successful campaigns.
3. Most of the campaigns fall on the sub-category of plays. Sub-categories like documentary, hardware, rock and so on have 100% successful rate while some sub-categories have 100% failed rate, such as animation, drama, video games.
4. Generally, canceled rate stays relatively stable over the 12 months. First half of a year has higher successful rate and lower failed rate than second half of a year.
5. **What are some limitations of this dataset?**
6. There is some inaccurate data in the dataset, e.g. the goal of some campaigns is equal to 1 or 2 and etc.
7. The time span of the data is too long, some data might be too old to refer to.
8. Each campaign has different duration, for example, some campaigns last for 10 days while some campaign last for 2 months or 3 months.
9. **What are some other possible tables and/or graphs that we could use?**
10. State vs Time Duration
11. Year vs State