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

* Theater apparently contributes most of the projects.
* Music looks more likely to success
* Large amount of tech projects has been canceled
* Plays is much more than others, around 4 times of the second, which explaines why theater projects are more than others.
* Many sub-cat include dardware, documentary and rock are 100% successful, similarly, some are 100% failed or canceled.
* Looks like it is harder to get funded if start raising fund by the end of the year. But this should be carefully analysand.

**What are some of the limitations of this dataset?**

A few things come in mind. First is the amount of biggest donation. Some project maybe funded by big companies and that should help them reach their goal quick. Also, although the location is sorted by country, it could be more specific. Additionally, some of these projects may be created by same group of people, we could use more information on that. Duration could also be considered.

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

Year vs amount of projects graph will tell us is there more project as time pass or less.

Year vs successful rate (Successful/number of project) with a category filter will be able to tell us the trend.

Number of backers, duration can also be added into account depends on what we want.