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

Most kickstart preferred to initiate theater related project, especially plays, which is more than double of the second most: music

It’s more likely be successful in earlier years than recent years

It’s more likely to cancel a project in technology category.

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

The data only shows successful rate on Kickstarter, failure or cancellation here does not necessarily mean the same on other similar website or approach.

The success of the project is solely based on whether it meets the funding goal, however it the funding goal is set too high for what it should be, it may impact the successful rate here but not necessarily a project can’t be ‘successful’ without the meeting the goal

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

We can view the same KPI (successful rate) by countries

We can view in which category backers are willing to spend the most money.