**Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

1. The theater category has most successful campaigns rate.
2. The Plays sub-category has most successful campaigns rate.
3. The overall campaign cancellation rate is 8%, failed rate is 37%, and successful rate is 53% with live rate being the lowest of 1%.

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

1. Data is old and is until 2017 year.
2. Few records goal amount looks incorrect which has a low value of 1$ as compared to the pledged amount of 22603$

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

1. We can create some charts on goals vs pledged to get some idea on categories and subcategories to determine which one is most funded every year
2. We can create some graphs on backers\_count vs state to determine relation between them to fund in future.