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

* December has the lowest successful rate at 44% which is the worst month to run the campaign.
* Plays is the most successful sub-category, then is rock and documentary and both have 100% successful rate. Animation, drama, children’s books and video games are the options should be avoided.
* Theater has the most successful cases, however, music has more successful rate.

1. What are some limitations of this dataset?

* Not very “fresh”.
* Could be more detailed on categorizing donators.
* Could have more data on analysis of success and failure.

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

* Treemap on both successful and failed projects regarding categories and money raised.
* Bar charts on both successful and failed projects regarding during of projects and money raised.
* Bar charts on both successful and failed projects regarding backers and money raised.