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

* The largest total projects crowdfunded in Kickstarter are for theater, music, technology, and film & video, sequentially.
* The count for Plays sub-category projects exceeds other sub-categories by at least four folds.
* The number of successful projects that starts in May tends to be greater than the projects that start in other months of the year.

However, if the data is filtered only for Theater, then we can see that most of theater projects start in May. From graph number 1, we can see that the majority of successful projects are theater projects. This could also means that the high number of successful project in May is due to a lot of theater projects started in May.

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

* The data only list around 4,113 projects out of over 300,000 projects launched on Kickstarter. Therefore, the data doesn’t actually represent the actual data of 300,000 projects. Also, there is no explanation how these 4,113 were chosen out of 300,000 data. For this reason, the data might be bias.
* Another limitation of this dataset is that the data doesn’t provide the information on how the contributors grade a project, for example, a one star represent a dislike with the project and five stars represent like the project very much. If we have this data, we can try to find a correlations between the number of the stars that contributors give with the success of the projects.

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

Other possible graphs that we can create:

1. As in the bonus question, we can create a table and a graph that relate between percentage of successful, failed, and canceled projects with the amount of the project’s goal.
2. Relates Staff Picks with successful of the projects
3. Relates Spotlight with the successful of the projects. From the graph, spotlights have an effect on the success of the crowdfund.