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 is greater than the projects that start in other months of the year.

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

One of the limitation of this dataset is that the data doesn’t provide the information on how the contributors feel about a project. This information can be represented by a one star if the contributor dislike the project to a five stars if they like it.

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.