Report

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

* More projects are started in May and June. There is also higher chance to make the project success if projects started in May and June.
* The projects started in September is with the lowest success rate. It seems start date of the project is important factor to consider.
* In terms of sub-category, theater and music is the highest success and the food and journalism are the lowest success.

1. What are some limitations of this dataset?

* There is not enough information to understand the reason for fail/success/cancel.
* Currency from different countries are not uniform unit. Should normalize the currency so as to compare currency amounts from different countries.
* Samples from different categories are varied widely. We may not have enough samples for some categories.

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

* Relationships between staff pick and backer/spotlight/state to learn how much of influence can be made by staff to backers to choose projects.
* If we can have reason for fail/cancel, it would be helpful to have further analysis.