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

* Theater has the most project numbers.
* Music has highest percentage of success.
* Month of May has highest number of projects to success.

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

* The data did not use the standard currency.
* The data does not have the region for the country.
* The data does not have reason for project failed and canceled.

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

* The project outcome for different country.
* Compare the percentage of outcome for each category or subcategory.
* The average length of time took for each category or subcategory.