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

* Over 4,000 Kickstarter projects half of them are success.
* Theater category has more Kickstarter projects than any other and music category has more success.
* Plays sub category has more projects.
* Success trend is dropping from Jan to Dec. May is more successful month.

2. What are some limitations of this dataset?

* Target and Pledged not in single currency.
* What is live state, some of them are successful and some are failed.

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

* We can consider sum of backers and state by category to see backers impact on success.
* We can create scatter graphs to see the trends