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

Most of investments were for theaters, music and film/video (63.5% of all). In the investment for theater, plays is the highest portion of it (76.5%) and the percentage successful is 65.1%. Rock music is the highest genre in the music projects, and all project were successful compared that jazz music are all failed.

Lastly, the highest percentage of successful projects is on May(60.4%) compared to that the percentage successful projects started on December has the lowest value(43.7%).

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

The criteria of categorizing of projects could be unclear.

And there is no data about the rewards to backers. If the rewards were more expensive, the possibility of success could increase.

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

Percentage successful projects as duration of project execution, Percentage successful projects as countries.