1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

1.

Three Conclusions:

1. More than half of campaigns’ projects are successful. Music category has best successful rate of 77%. Food has best failure rate of 83%.
2. In sub-category pivot table, we can see Classical music, documentary, electronic music, hardware, metal, nonfiction, pop, radio & podcasts, rock, shorts, tabletop games, and television have 100% successful rate. Animation, children's books, drama, and etc. are totally failed.
3. The project started from 2009 to 2017. May, Jun., Jul. have more outcomes than other months.

2.

The data is not large enough for all categories and sub-categories, so our results may not be accurate.

3.

We could analyze how many projects stand in the spotlight.

We could also analyze “will year influence the successful rate?”, like, for example, compare to 2015, 2016 has better economy, so companies/individuals are willing to donate more because they earn more.