1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. The chances of success are higher when the goal is lower, for example when the goal is less than $4,999 the success average is 69%, when the goal is above $45,000 the success rate is 24%.
   2. Theater, Music and film & video are the main categories that is showing more successful funding projects comparing to failed projects and the other categories. That is giving indication about how successful to invest in entertainment industry.
   3. The Sub-category “Plays” is showing high number of success comparing to other sub-categories. That is a clear indication about the demand on this kind of entertainment projects.
2. **What are some limitations of this dataset?**
   1. The currency is not unified for all projects, for example you can see some projects in USD and some EUR or GBP, and that gives misleading numbers about funded amount because of the currency exchange differences.
   2. It will be great if the dataset is showing what kind of marketing activities or how much budget spent on each project, that can be a good factor about the success of the project.
3. **What are some other possible tables and/or graphs that we could create?**
   1. We can create another pivot table to show the number of success per country.
   2. We can also show another table and chart about the projects in specific category like technology in each country.
   3. The trend of successful projects in the US per year





