1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
2. In the first Pivot Table/Chart, the results were more successful in film & video, theater and music comparing to other (parent) categories; however, at the same time failure percentage increases too.
3. In the second Pivot Table/Chart, the succeeded results were demonstrated in sub-categories drama, plays and rock although failure increased in plays at the same time.
4. In the first and second Pivot Tables/Charts, it is obvious that increase of success absorbed more companies to invest.
5. In the last Pivot Table/Chart, the results show that totally for all countries the invest processes were mostly successful in the whole year (except on December) comparing to percentage of failure and cancel which might absorb invest to the company.
6. **What are some of the limitations of this dataset?**
7. **It is not clear that what will happen to live results:** they could be any of the successful, fail or cancel.
8. **There is Geographic limitations of countries worldwide:** not all countries are listed in results.
9. **There is Date limitations:** the results are based on limited time and higher period might effect. Also changing time zones have influence on results as there is at least five hours difference between the US and GMT which will cause result change at the end/begin of each month.
10. **Picking Personnel limitation:** the result might differ if the staff picked are not picked.
11. **What are some other possible tables/graphs that we could create?**

* If the staff pick, backers count, spotlight, and some of calculated items in the assignment were also be studied in the Pivot Tables/Charts, it might be more interesting and fun!
* It is possible to separate date by year month and day and have more columns.