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

* Among all the categories, “theater” got the largest number of total and successful projects.
* Among all the sub-categories, “plays” got the largest number of total and successful projects.
* Through the years, the most projects are invested around May.

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

* The currency should be consistent among all the data.

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

* For example, Backers count vs. Category can give some sense for the hot category for the investors.