1. Three conclusions we can make about Kickstarter campaigns given the provided data are the following.

First, by looking at the organized data, we can see that the successful projects mostly either met or exceeded the initial goal amount in the pledges. This looks like a big factor for their success. Also, the average donation is directly proportional to the success or failure or cancelation of a given project.

Second, the categories such as “film and video”, “music”, “technology” and “theater” had most submissions and they also saw a greater rate of success. Among all the main categories, “food” and “journalism” saw the least success.

Third, most successful projects raised between $1000 and $9,999.

1. Some of the limitations of this dataset are:
2. It is hard to understand the actual reason/details behind the success or failure of a project.
3. Not enough information is provided about the backers and their interest in a certain project nor is enough information provided about the tangible benefits offered to the backers per project.
4. Some of the other possible tables and graphs we could create are scatter charts, pie charts, hierarchy charts, statistical charts etc.

For example, pie charts can help quickly visualize the fraction of projects that were successful, canceled, failed or live.

Scatter plot can depict the correlation between backers count and success of a project.