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

* The parent category of technology has highest rate of canceled. The theater, music and film & video category have the highest rate of success compare to other categories. Journalism category having the lowest number of projects submitted, but theater having the highest number.
* Sub category illustrated that plays, documentary, hardware, rock and indie rock have highest success rates.
* Project submitted from July to August have most failed rate, but highest successful rate was in May.

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

* The limitations of this dataset is research that only focus on America rather than worldwide.

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

* The other possible tables or graphs that could create would be explore relationship between the time period of money funded between the different categories. Try to figure out if the time length is one of factor in different kind of category. Which one could need consume more time for better result in the further development.