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

* The highest number of campaigns belong to “Theatre” category. Also the highest number of successful campaigns belong to the same category.
* The highest number of campaigns belong to “Play” sub-category. Play is sub-category of theatre category.
* There is no real trend of successful/failed/canceled campaigns with the month in which campaign started.
* From the bonus exercise it seems that the chances of success are better for low goal campaigns.

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

* Time Duration: the data provided is for roughly eight years. Longer time duration data might give better trends.
* The database does not provide all goals in same currency. Hence any comparison based on monetary terms will not be consistent.

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

* Time duration between launch and deadline Vs outcome
* Backers count Vs Outcome