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

- Over 50% of project successful

- Category theory contain the most successful projects.

Sub-category plays has the most successful projects.

- More project reach 100% funded goal than under 100% funded.

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

* Do not know now. Maybe able to answer after complete this course.

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

* Graphic table based on spotlight, backer\_count and staff\_pick