1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Three conclusions that can be drawn from Kickstarter campaigns is that majority of the projects failed or got canceled. Projects which were successful were the ones which had less budget, as per the trend it can be concluded that higher the budget more projects failed or got canceled. As budget kept increasing, projects were not that successful or they got disregarded. Secondly, majority of the projects were successful in theater category. Other areas of film & video were not as successful as the theater. Therefore, it can be said that Kickstarter can invest more in theater category than others. Third conclusion is that most projects were successful in the first six months of the year, especially in months of May, June and July. These three months seem to be the most successful months where projects were successful while later part of the year most of the projects failed.
2. What are some limitations of this dataset?
   * One of the limitations could be that there are still some projects which are live, even though there are few but it could still have some impact on overall results. Other factor is the length of the project, from the given dataset it could not be concluded which projects lasted long and if they were successful or had failed, or the project with short period of time needed more time or more budget to complete.
3. What are some other possible tables and/or graphs that we could create?
   * In my opinion Pie chart will provide better visualization of the data about which projects were successful, failed, canceled or live. Scatter plot can also be used to see the trend line and make judgement for live projects to see the likelihood of its success or failure. For example, for category theater we can use our budget and month of the year as Y and X axes in the scatter plot to determine success or failure of future theatre Kickstarter campaigns by comparing with a linear trend line.