1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* According to the data provided, in general, Kickstarter projects are more likely to succeed than to fail or cancel. Kickstarter has the highest success rate in music (82 percent), drama (63 percent), film and video (63per cent), while food (20per cent), games (36 percent) and publishing (50 percent) have the lowest success rates.
* If we look at the separate forty-one subcategories, we will see which subcategories are the most successful. When we look at completed subcategory projects, this means that they are either successful or unsuccessful. We have 100% success rates in subcategories: classical music, documentaries, electronic music, hardware, metal, nonfiction, pop music, radio and podcasts, rock, shorts, small batches, desktop games and television. We also have 100% unsuccessful project subcategories: animation, children's books, dramas, beliefs, novels, food trucks, gadgets, jazz, mobile games, nature, people, locations, restaurants, translators, video games and the Internet. The plays are very popular.
* Past mid-May, our success accelerated and the gap between success and unsuccess narrowed until December, when the two lines intersected, and the number of failures exceeded success for the first time.

1. What are some limitations of this dataset?

* There dataset is not large enough for all categories and subcategories, so some of the results are not statistically relevant given the small sample size.
* We need to analyze a variety of crowdsourcing companies to draw more significant insights.

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

* It would be interesting to analyze the projects by the duration of conversion using the date created conversion and date ended conversion. Maybe there is a trend to see what separates the duration of successful and unsuccessful projects.
* If we can analyze the data by state, we can see which states have the highest Kickstarter success rate and which have the lowest success rate.