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

Base on the data, we can draw below three conclusions

1. theater, “film & Video” and music are most popular categories in the Kickstarter campaigns and these categories have highest successes rated.
2. When we drill down to sub-categories of these highest successfully, we have clearer picture that pledger selectively support certain type sup category over others
3. Kickstarter campaigns data shows that US alone contributed more than 70 % and Great Britain, Australia and Canada combine other 20 +%. It shows that Kickstarter campaigns most popular on English speaking countries
4. What are some limitations of this dataset?

The sample set is too small to draw. In addition, there are more gourd founding apps or tools, and we too few data from non-English-speaking country to draw any solid conclusion, that how they behave.

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

I would create, Staff pick vs success/ failed rate, and spotlight vs success/ failed rate.

And find out, that What kind of impact it will make one success / failed rate.