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

1. Base on the data in bonus sheet, projects are more easy to get failed in application if student request too much money, as the percentage of fail increases with the expecting goal. So, money is a crucial matter in the application result.
2. Students are extremely interest in plays today, which is a sub-category under theater, as the number of applications of this category is clearly much more than the rest categories.
3. Applications relate to technology have a higher possibility to be canceled. Based on the graph of category, about one third of technology applications are canceled, which is much higher that the rests.

What are some of the limitations of this dataset?

1. The currency of goal is not converted to USD, or one standard currency in comparison/calculation. Due to this reason, how money will effect the application result would not be accurate as the graph show to some kind of degree.

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

1. We could create a pivot table to show the relationship between staff\_pick and state, to see if staff is a key point in application success.
2. Besides, we could also calculate how long each application lasts from the launch date to the closing date, to see if time is a matter in application success.