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

* Majority of the kickstarter projects are Theater, Music, Film/Video projects. In other words, entertainment industry seem to create a lot more such projects than any other sectors.
* Music and Theater projects tend to have better success rate while technology, games and food projects tend to have much bigger failure/cancel rate.
* Seasonality pattern seem to show that summer months (April-August) tend to have the most success projects while year end tend to have less success projects.

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

* There seems to be lack of more detailed subcategorization between “failed” and “cancelled”, as well as “live” and “successful”.
* There are currency differences which may result in different rate calculation
* There might be additional factors that affect the success of any given project. More data and types should be collected.

1. What are some other possible tables/graphs that we could create?
   * The relation between launch and deadline to that of success rate (duration of campaign and its impact)
   * TV vs. Film project comparison
   * Technology subcategory comparisons