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

* Theaters category has the largest amount of successful projects (839 successful project) while music category has the highest successful rate (540/700).
* Within theater category, plays has the highest amount of successful projects and highest successful rate. Within music category, most subcategory has a 100% success rate except faith, jazz and world music.
* Throughout the year, May has the most successful projects while December is not a good time to release project.

What are some of the limitations of this dataset?

* The dataset captures the country itself but not the origin of the backers. It is possible the findings are mostly captured in one or two countries instead of from the entire world. Without this data, Kickstarter campaigns that are unsuccessful might be limited to funding from specific countries whereas successful campaigns may target potential hackers from around the world.

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

* We can compare the successful projects by country and average donation to get a sense of how much donation is preferable per backer in each country (Bar chart).
* We can also review the number of projects under each status by Spotlight True and False to see if being picked as Spotlight will have a higher chance to be successful.