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

1. The top 2 project categories are theater and music. Along with the film&video as 4th largest category, projects in these 3 categories have a successful rate higher than 50%.
2. In theater category, most projects are under sub-category play, and it has the highest successful rate. In music, the top genre is Rock and Indie Rock. Although technology is the 3rd highest categories, it only has 1/3 successful rate, with most successful in hardware and most failure and canceled in wearable and website.
3. More projects are launched during 2nd quarter of a year and less are launched during 4th quarter. And projects launched during 4th quarter of a year have a relatively lower successful rate.

* What are some of the limitations of this dataset?

The data only includes a small part of over 300,000 projects. The successful rate is about 50% for the selected data, which is obviously higher than what is mentioned in the homework background as, “only a third have made it through the funding process with a positive outcome.” So the result could lost some veracity due to the data selected.

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

We could create table to see the relationship between goal amounts and states.