**- Given the provided Data, what are three conclusions we can draw about kickstarter campaigns?**

First of all, the objective is not defined here, so I cannot draw any conclusion based on that. However, if just draw 3 random conclusions from the observations in general terms,

1. From the Category & State pivot chart, we can learn that music has the highest percentage successful ratio. Theatre and Film & Video are not bad as well.

2. From the Sub-Category & State pivot chart, within the Music category, classical music, electronic music, metal, pop and rock has 100% successful rate but jazz has 100% fail rate.

3. From the Date & State pivot chart, we can learn that May has the highest percentage successful ration and December has the lowest percentage successful ratio.

**- What are some limitations of this dataset?**

First of all, the objective is not defined here, so I just list some random limitations of this dataset,

1. Sample bias (Is it the data randomly selected?)

2. Sample size (Can it represent the whole dataset?)

3. Measurement error (Do we pick up the right independent variables?)

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

- We could conduct the percentage successful ratio for Category and Sub-Category

- We could conduct the correlation studies between different variables (like Countries and State, pledged and State and etc.)

- We could conduct regression analysis to see how different factories are contributing to the success projects.