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

Overall, music successful rate is the highest, and the most popular project is theater. Journalism is the poorest. The most popular project is plays in theater. Rock, documentary and hardware has the high volume and 100% successful rate. The volume starts to increase from Apr and goes down and starts to increase again from Sep. The highest volume month is May during the whole year.

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

For the Fig1 and Fig2, I think using the sorting function for the number will let us easy to draw a conclusion.

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

I have made the Fig4, 5 and 6. Fig4 helps us to figure out that 2015 is the biggest year which has the largest projects. Fig5 helps us to find out that technology got the biggest money, and games and technology got the money much more than their goal. And Fig6 helps us to see the trend for each category by year.