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

1. In Category, Theater, Music and Film&Video has more projects that have successfully met their goals than the ones failed.
2. In Sub-Category, Only Rock and Plays have more than 200 projects that have successfully met their goals.
3. More projects launched at the beginning of the year and graduated declined throughout the year, Dec has the least number of projects launched.

What are some of the limitations of this dataset?

1. Majorities of sub-category have less than 100 projects launched, with only a few data, the risk of drawing inaccurate conclusion is far higher.
2. With a few data point, the outliers will likely skew our conclusions.

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

1. how many campaigns were "successful," "failed," "cancelled," or are currently "live" per country
2. how many campaigns were "successful," "failed," "cancelled," or are currently "live" per length of campaign.
3. How many campaigns were “successful”, “failed”, “cancelled”, or are currently “live” per staff\_pick
4. Average donation per category
5. Average donation per sub-category
6. How many campaigns were “successful” per spotlight
7. How many campaign were “successful” were stuff\_pick and spotlight