**Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

Base on the data and analysis, there are three conclusions we can draw about Kickstarter campaigns.

1. From all the sub-categories, Plays has the highest success and fail number among all the campaigns.
2. Music campaigns have the most successful rate. With 700 campaigns, 540 of them have succeed.
3. Year-end is not a good time to start a new campaign – only 253 campaigns were created.

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

There are still some projects are currently live. This might affect the data accuracy in compare with the rest of campaigns that have already closed.

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

One graph/table that we can create is the success rate over countries, so we can see if locations have a positive effect on Kickstarter campaigns.

Another graph/table that we can create is the correlation between categories and countries. We can discover which category is more popular at certain countries.