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

We can draw the following conclusions:

* “Theater”, “music”, “film & video” and “technology” are the top four catalogs in all projects.
* Among all sub-catalogs, theater/plays is the most active sub-catalog.
* Among all sub-catalogs, film & video/documentary and music/rock have 100% successful rate.

1. What are some limitations of this dataset?

* It doesn’t analyze the percentage of successful / failed in each catalog.
* Not easy to see which catalog has the highest / lowest successful rate.
* It doesn’t analyze the relationship between the “goal” and project status.
* It doesn’t analyze which catalog can get the highest percent fund.

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

* The percentage of successful / failed in each catalog.
* Average fund asking in each catalog.
* Average percent fund in each catalog.
* Average project duration in each catalog.