1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. In the Parent categories, music (700/4114 – 17%) and theater (1393/4114- 33.85%) are the most popular projects for people to launch. In addition, they both have a positive outcome for funding process, music has a high successful rate of 77% out of 100% and theater have a high successful rate of 60% /100%.
3. In the sub-categories, Play is the most popular project to launch (1066/4114 25%), and one of the high successful rates (65%/100%). In addition, even though documentary, rock and hardware have the least number of launched projects. But they all have 100% of high successful rate.
4. Higher successful rate if campaign launch on May and worst on December.
5. **What are some limitations of this dataset?**

This dataset is old. It was back from 2009 to 2017. Right now, it 2021, a lot of changes can be happening as technology arise.

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

Backers\_count verus Date Created Conversion and Backers\_count verus Date Ended Conversion. If we do comparison of these two graphs, we get to see when is the time of the year we have more backers participate, we can take the advantage of launching the project on the month we have more engagement.