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

* Overall, 53% projects are successful, while around 46% are either failed or canceled.
* Theater and Music category has the most successful cases, and within the category of theater plays has most successful cases.
* May has the highest number of successful cases while December has the lowest.

What are some limitations of this dataset?

* It only shows the revenue side of the story without any information on cost, so it may be hard to take it as a benchmark for future campaign design.
* No clear reason for canceling or failing, hard to conclude factors contributed to success
* No clear indication of ways of fund-raising

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

Besides the amount of cases, we may also look at percentage of dollar amount raised in each category. Number of backers and average amount of donation.