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

1. More than half of the campaigns are successful
2. The “Theater” category seems to succeed the most
3. Theater is also the most concentrated kickstarter campaign

What are some of the limitations of this dataset?

1. We don’t know how many “funders” are actually real funders, compared to people who are funding the campaigns themselves.

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

1. How many successful campaigns there were by “Category” and then “Sub-Category”, then we can see more specific success rate for category/sub categories.