1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?** Theaters and Music are the most successful Parent Categories on Kickstarter, out of those parent category’s plays and rock music were the most effective. Kickstarter Campaigns were started in May seem to be the most successful compared to the other months. It appears that higher dollar goals do not adversely impact the rate of success.
2. **What are some of the limitations of this dataset?** Without knowing the total size of the population taken from Kickstarter, I can’t be sure that I am utilizing a good representative of the sample size.
3. **What are some other possible tables/graphs that we could create?** You could compare the success rate per currency or the success rate per country. To see if either the currency or the country plays a factor in the rate of success.