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

Theaters/Plays tend to raise successful funding through Kickstarter, however theater is a broad category that includes venue and school restoration efforts. Crowd funding tends to be a modestly successful means of attaining funding, roughly half of all the projects created received successful funding.

What are some of the limitations of this dataset?

Some categories group together different kinds of projects , i.e. theater, contributing to a narrow interpretation that plays are more well funded than other Kickstarter efforts. In fact, some of these theater/plays projects include school efforts at attaining funding and other art related projects. A better visualization would include filtering theater/plays into musicals and performing arts categories.

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

Stacked Bar graph that examines funding goal compared to success, visualizing whether low threshold projects are more successful than high threshold ones, or a table that examines whether higher visibility (staff picks and spotlight) projects have a higher success rate than other projects.