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

* Most successful projects that showed success for this campaign fall under Theater category.
* Majority of the campaigns that showed highest success rate were was during the month of May.
* From all the projects, based on subcategory animation, as well video and games project has completely failed.

1. What are some limitations of this dataset?
2. What are some other possible tables and/or graphs that we could create?
   * We can create a chart that shows which country has the highest success rate vs which country has failed the most projects. That will help us shift our focus towards the ones that tend to see more success.