1. Given the data, we can conclude that any company that raises more capital than their aforementioned goal will be successful. We can also conclude that most people that made Kickstarters were successful. Lastly, we can determine that animation kickstarters failed at a rate of 100%.
2. Some limitations of this dataset are that most categories and subcategories of the Kickstarters are entertainment based. There could be a significantly more diverse set of sectors within these markets.
3. One other tables and graph we could make are how long it took for companies to launch with respect to how much money was raised on Kickstarter.