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

Theater plays are the most popular kickstarters.  
Music has the highest success rate.

1. What are some limitations of this dataset?

How much traffic the kickstarter got, clicks, views, etc.

How is success and failure defined?

1. What are some other possible tables and/or graphs that we could create?

Sub-Category by Percent Funded to see which subcategories are funded over the goal.

A 100% stacked column Category or Subcategory by State column to see which categories are most likely to succeed.