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

* Theater fundraisers are the most common category, and journalism the least common.
* Subcategories in classical music, documentary, electronic music, hardware, metal, nonfiction, pop, radio & podcasts, rock, shorts, tabletop games, television had 100% success rates.
* Projects initiated in May had the largest number of successes, projects started in December had the least number of success.

**What are some of the limitations of this dataset?**

The data is in absolute numbers and doesn’t provide proportional information, such as rate of successes of categories. The data currently shows only the number of outcomes per category, not the rate.

The currency rates aren’t uniform, which distorts data that references the amount of money raised and targeted by the project owners.

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

A chart showing the outcome data by rate is very helpful. The current tables and charts show only absolute numbers of outcomes, which isn’t as useful.

A chart showing the average donations per subcategory would help target fundraising efforts, such as if the average donation is large, the project can focus more advertisement in higher income demographics or institutions.

Data that shows the number of backers per subcategory can tell the popularity of the project.