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

1. There were more kickstarter campaigns started for the theater than any other category. Theatre also had the most successful campaigns.
2. Within the theatre category, kickstarter campaigns started for plays were drastically larger in number than the other subcategories, and as a result had the bulk of the successful campaigns.
3. Campaigns launched in May were the most successful. Failure was highest for campaigns launched in July experienced the most failure.

What are some limitations of this dataset?

1. The dataset is a sample of data on kickstarter campaigns, therefore the conclusions drawn will have an element of error if making inferences about the population of kickstarter campaigns across the world.
2. There could be issues of bias and accessibility when collecting data across different countries, making a comparison across the countries unreliable.
3. The dataset may include campaigns that should not be reported as they are not true representatives of what the data is being used to convey. For example, in the event that a campaign was launched and cancelled the next day.

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

We could create other tables and/or graphs to analyze the dataset further. Below are a couple other types of graphs and tables that could have been used.

1. Pie Chart by category for each state.
2. Scatter Plot and Line of Best Fit for each state.