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

For Parent category, most campaigns belong to theater, that had most successful count.

For Sub category, most campaigns belong to plays, that had most successful count.

Classical music, documentary, electric music, hardware, metal, nonfiction, pop, radio & podcasts, shorts, tabletop game and television have one hundred percent successful rate.

Most successful campaigns were launched at May.

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

Investment for each campaign is missing.

Time period for each campaign is different.

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

The relationship between the time period of the campaigns and outcomes.

The relationship between the bakers count and outcomes.