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

Conclusion one:

The Kickstarters that are based on the theater both have the greatest amount of campaigns in total, but also the greatest amount that are successful.

Conclusion two:

Theater plays are the primary category over any parent-category and sub-category combination that had the most amount of Kickstarters and the most successful projects of this.

Conclusion three:

The first half of the year is when project seems to have a greater amount of success rate.

What are some of the limitations of this dataset?

These are not comparative in terms of what the goals are. For example, some of the goals included dollars that were 1/100th of those of the video games and films/Vide.

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

Percentages by each category that are successful so we are not looking at performance by numbers but by ratio successful. I’d probably also see what the most failed types are so that you could accurately predict how likely your project is to succeed.