1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. Music has the best success rate of all categories for kickstarter success
3. Within music, jazz and faith have the worst success rate of all music subcategories for success
4. Plays are the most popular type of kickstarter campaign in the US.
5. What are some of the limitations of this dataset?

A majority of the data is from the US and may introduce bias. The generalized data of categories and subcategories may not necessarily encapsulate the necessary information to draw a meaningful conclusion on what causes a kickstarter to succeed or fail.

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

Box and whisker plots for amount pledged for each category/subcategory of kickstarter. This way, for someone starting a kickstarter, they can get a general idea of the amount that typically gets pledged for their category/subcategory of kickstarter, and plan their goal/budget accordingly.

Box and whisker plots for kickstarter goal amount for each category/subcategory of kickstarter, separated by either success or failed state. As above, for someone starting a kickstarter, this will show a general idea of reasonable/attainable goals for kickstarter success (if such a trend does appear).