1. 3 conclusions we can draw from Kickstarter campaigns with the provided data are:

-The most campaigns by far occur in the parent category of Theater

-The subcategory of Plays has by far the most campaigns within the Theater parent category, making it the most popular subcategory

-Most of the campaigns within this given data set were indeed successful

2. One limitation of the given dataset is that the categories of campaigns could be seen as too broad. Another limitation would be that we cannot see how many people shared/passed along the Kickstarter campaign, making it difficult to conclude how successful the campaign was compared to the level of exposure they got. Lastly, we do not have a conversion chart for the currency units so at first glance the amounts of currency can be misleading.

3. One other possible table/graph that we could create would show the relationship between number of backers and average donation and how likely a campaign is to be successful based on these numbers. We could also create a table or graph showing how likely a campaign is to be successful based on the goal that was set for the campaign, and break this up into different categories. Lastly, we can show the relationship between duration of the campaign and success rate through another graph/table.