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

The highest number of Kickstarter applications are coming from theater category.

The lowest is from journalism.

The food category has the highest proportion of failure rate.

 What are some of the limitations of this dataset?

We do not know if the companies did what they have promised after setting the goal or if they did enough advertisement for collecting funds. The economical level of the supporters is not given and the after-success of the companies.

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

The table / graph of the comparison of the success against all other states or at least against the failure would be great if we need to see the success rate apart from the number of applications as comparing the numbers from many more projects gives more success.