* Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

First, the U.S. accounts for 73% of the kickstart campaigns sampled in this data.

Second, the music category has the highest probability of success out of all the parent categories. Furthermore, the sub-category Rock has the highest likelihood of success as well as the largest percentage of music kickstarter campaigns.

Third, Campaigns that have a lower goal appear to have more success.

* What are some limitations of this dataset? The dataset only represents 1.3% of the total kickstarter campaigns.
* What are some other possible tables and/or graphs that we could create? We can create a table that shows the percentages by category to identify what categories and sub-categories have the highest percentage of success. We can also create a bar chart that displays the goal thresholds that have the highest level of success. (Example: 91% of successful kickstarter campaigns have a goal under $25k)