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

* Three conclusions that we can draw about Kickstarter campaigns are that theater is the most prevalent category, we can see that from May to September the success rate decreased and from October to November increased and November to December decreased again. Also, all the projects under journalism were canceled.

What are some limitations of this dataset?

* Some limitations of this dataset are that it has a lot of category and with this, makes the analysis hard to understand.

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

* Some other possible tables and/or graphs that we could create are a graph showing the percentage of the total number of different category and different sub-category by year. Also, graphs showing the average timelines of data that are included in state.