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

Based on the provided data and charts:

-When broken down by the parent category, theater projects are the most common type of Kickstarter project.

-When broken down further into subcategories, plays are the most common types of the Kickstarter project which falls under the theater parent category.

-Of all the projects on Kickstarter, majority of the projects are successful. The peak months of success are in the second quarter in the months of April and May but the toward the end of the year, more projects tend to turn out unsuccessful.

1. What are some of the limitations of this dataset?

This dataset does not account for the size of each project/quality of each project but instead only looks at quantity.

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

A table breaking down the count by country and breakdown even further by category.