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

1. The largest category in Kickstarters is theater, which happens to have the largest success rate. Success rate correlates with the number of Kickstarters in each category. The more Kickstarters a category has, the higher the success rate.
2. Plays are the most popular subcategory of Kickstarters with the lead in success and failure. Plays lie within the theater category thus its popularity affects the success and failure rate of the theater Kickstarter category.
3. Kickstarters with higher goals have a smaller chance of success and are more prone to failure. As seen in the line chart, as the set goal of each Kickstarter goes up the success rate drops and the failure rate climbs.

* What are some of the limitations of this dataset?

This dataset does not report the data over time of these Kickstarters. It does not tell us how they performed the following years thus we have no way of knowing if they continued to progress or if they failed overall even with a successful startup.

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

A graph comparing subcategory to the percent funded can be a great way to observe what people are more willing to spend their money on.

A pie chart showing the number of categories or subcategories Kickstarters per country allows people with little knowledge in charts understand which category/subcategory is popular within certain regions.