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

* Music parent category has the highest success rate at 77% with 2nd most campaigns and 2nd least failed campaigns. Music genres such as: faith, indie rock, jazz, and world music makes up 23% of failed/live campaigns. Therefore, launching a music campaign with exception of genres listed previously, there is a high probability of meeting the campaign goal.
* Theater leads in the highest number of campaigns (number includes all state(s)).
* December has the least campaigns. With an overall success rate of 44 percent.

1. What are some limitations of the data set.

* Number of pledges that reviewed the campaign.
* How is the campaign being marketed?

1. What are some table/graphs that we would create?

* Table to report success percentage by parent and sub category
* Top N for successful campaigns
* Scatter plot display number of campaigns and total pledge amount (state = successful)