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

1. Theater is the most popular category to attempt funding in Kickstarter.
   1. The most popular subcategory of theater is plays
2. Journalism was the only category to never have successful funding from 2009-2017.
3. Summer is the most popular time to attempt funding in Kickstarter.

*What are some of the limitations of this dataset?*

It’s difficult to determine a straightforward success/failure rate using these datasets and graphs. This makes it difficult to determine which parent categories, sub categories and how time plays a factor.

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

Once filtered by success/failure percentage, using a cluster chart for parent and sub category by success rate would help to visualize the success of different categories