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

1. This Kickstarter campaigns listed had a higher success rate than the average at approx. 54%
2. Theater, music, and film & video are the top categories of Kickstarter campaigns
3. Majority of those that reach goal or exceed funding goal turn out to be successful

What are some limitations of this dataset?

* It’s a small sample of all Kickstarter campaigns

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

* State count by year
* % of goal met by category