1. We can conclude campaigns that attempt to raise less money are more likely to be successful. We can also conclude that more campaigns are successful than are not successful. A third thing that we are able to conclude that the most common category of campaigns is theater.
2. Some limitations of the dataset include the fact that “live” campaigns are not up to date that the only campaign data included relates to entertainment related campaigns
3. Some other possible graphs that could be created include a line graph showing the number total number of campaigns created over the years to gage trends in the popularity of Kickstarter or a scatterplot that compares the amount raised to the average donation in successful campaigns to see if they are made up of relatively small or large individual donations.