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

2. What are some limitations of this dataset?

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

1. We can conclude that the Parent Category, Theater had both the most amount of projects on Kickstarter along with the most successful projects. We also can conclude that campaigns started in May had the most success. Finally, one is more likely to have a successful campaign if you are looking to raise up to $1000, with 71% success rate.
2. Some limitations of this database could be more information on the person looking to raise their fund and the team associated with it, would be interesting to know how likely a repeat campaign has success.
3. Another table we could create is the relationship between number of donors and a successful campaign.