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

-Only 53% of projects were successful.

-In the successful projects, the top performing category is theatre followed by music.

-The most successful sub category is “Plays”

2. What are some of the limitations of this dataset?

The dataset doesn’t provide data on project exposure. This would have shed light on whether backers didn’t see the project or browsed through it and chose not to fund.

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

Coloration between category, sub category and country.