1. According to the data provided from Kickstarter campaign, the following three conclusions can be made:
   1. As far as parent categories go, music, theatre and film & video projects have the highest percentage of successful outcomes, with the least percentage of success coming from food, games and publishing. From this information you can see a trend in art related projects being more successful than other fields. A reason for this may be because the arts field is consumer friendly and more exciting to fund because everyone can enjoy them.
   2. Diving into sub categories of art, it can be seen that there is a greater trend of success in film, video and theatre than that of music. As far as these projects, plays and documentaries have a high success number. This can be attributed to the fact that these projects have better pay outs than music, if you consider the difficulty in making money from music.
   3. As far as launch dates, most success was found to peak during the month of May, many launch dates in January but have a high failure rate, with the least launches happening at the end of the year especially through December. From these trends it seems that most projects that found success used their first quarter to prepare their launch rather than jumping right into it during the beginning of the New Year.
2. Some of the limitations of this data include any projections of how profitable any of these campaigns could be, or how profitable they could be for their backers. Another limitation would be the backers themselves to see the tendencies of specific ones.
3. Some other charts or graphs we could create are more stacked columns of different price ranges of goals compared to their success to find a general sweet spot. You could also compare the goal of certain projects to their parent or sub category if you’re looking for a certain category and want to find an appropriate goal. For this I would create a pie chart of total successful campaigns in a certain field and divide price ranges.