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

* 53% of the campaigns in this dataset have been successful
* Most people (about 34%) choose to start a campaign in the theater category, in which about 60% of the campaigns have been successful
* About 77% who chose to start a campaign in the theater parent category chose

Plays subcategory, out of which 65% of the campaigns succeeded

1. What are some limitations of this dataset?

Only one third of the 300,000 total projects that launched on Kickstart were successful while this dataset shows a 53% success rate, which is inconsistent. After all, this dataset only represents 1% of the total data.

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

* how many campaigns were successful, failed, canceled, or are currently live per staff\_pick category
* how many campaigns were successful, failed, canceled, or are currently live per spotlight category
* how many campaigns were successful, failed, canceled, or are currently live per country