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

* Category theater has highest number of submissions, journalism is lowest
* Category music (at 77%) has the highest success percent, while food (at 17%) has the lowest. All submissions in journalism category were canceled.
* Plays sub-category had the highest number of submissions
* Many sub-categories such as documentary and hardware were 100% successful, while others such as animation and drama saw no success
* Number of successful submissions is highest in May. Number of failures/month remain consistent between 100 and 150

**What are some of the limitations of this dataset?**

* This does not reflect on relevant factors such as quality and connections of the teams – this can have a huge impact on the results

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

* Country-wise outcome numbers
* Year-wise outcome numbers