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

1. The parent category “theater” had the highest successful rate.
2. The same category also had the most failed rates.
3. The total count of projects in the theater category (1393) nearly doubled the second highest category “music” with a total count of 700 project.

What are some limitations of this dataset?

It doesn’t tell you out of the successful candidates that managed to be funded, how many of them turned a profit for its stakeholders.

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

Perhaps a model that depicts reasons for canceled or failed campaigns.