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

* Looking at the Category stats, the majority of kickstart campaigns are done for theater and very little for journalism.
* Certain subcategory campaigns have a 100% success rate like tabletop games and television, while animation has a 100% failure rate.
* Most campaigns launch during the first half of the year. From February to April seems to be the best months, as the failure rate looks to be slightly lower.

1. What are some limitations of this dataset?

* The data is extremely skewed or biased toward theater or plays in particular.
* There could also be various reason for the cancellation of a campaign, which you can’t find in the data and might useful.
* More details on how staff pick and spotlight is determined, which can help further analyze this dataset.

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

* Pie chart showing the percentage of the campaign result.
* A graph comparing category & subcategory to percentage funded.