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

* In this data set Theater is the category with the highest amount of Kickstarters; of these plays are the highest representation
* Percentage successful decreases based on the goal amount while percentage failed increases.
* Rock music and Documentaries have a 100% success rate

What are some of the limitations of this dataset?

* This data set could be skewed in various ways. The information could have a lower representation on goal amounts, types and categories could be misrepresented, and other important pieces of information may not be factored in. Reward payouts, communication, timelines etc. could all play a major factor in the data set but there is nothing represented.

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

* A chart based on goal amount could help visualize the affect a large goal has vs a small goal. Possibly tracking the goal amounts and the categories as a scatter plot could help determine if there is a specific category more prone to large goals vs small goals. This could be important in determining if one specific category is highly successful due to a specific reason, in this case the goal amount.