1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The kickstarter category of music historically has the highest likelihood of being successful.
   2. The kickstarter category of food historically has the lowest likelihood of being successful.
   3. Theater is the most common kickstarter campaign based on this dataset.
2. What are some of the limitations of this dataset?

There are a lot of unknown factors that could potentially be an influencing factor to the success of a kickstarter campaign. For example, how much experience the founder of the kickstarter had in entrepreneurship, experience in that specific category, # of previous kickstarting campaigns that the founder had previously, whether funds provided were from within the founders social network, etc.

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

Additional graphs that could provide insight would be:

% of successful projects rather than counts since some of the category counts are much higher and don’t give a good visualization of whether or not the likelihood of 1 campaign is more or less likely to be successful than a category with lower counts

Status of campaigns bifurcated by goal amounts to see if smaller vs larger goals were more successful

Success of campaign by average donation