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

What are some of the limitations of this dataset?

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

1. Three Conclusions:
   1. The most successful(in terms of sheer number of successful) Kickstarter campaign is theater.
   2. Technology has the most canceled Kickstarter campaign.
   3. Plays have the most sub-category success factors
2. Limitations
   1. It is only data from 2010 to 106
   2. Assumption: Only a sample size (not the whole dataset)
3. We can graph the percentage of success in each category to understand what category has the highest chance of being a sucess