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

Music, theater and film & video are better bets for Kickstarter success. 5 of 9 sub-categories of music had 100% project success rate.  
Journalism, photography, and publishing projects fail more than they succeed.   
The lower the goal, the higher likelihood of success. 71% of Kickstarters with a goal of $1000 or less met or exceeded their goal. 63% of projects with goals of $10,000 and under were successful.

1. What are some limitations of this dataset?

Most of the data is from the U.S. There are over 3000 datapoints for the U.S, while only 1076 for all other countries combined.

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

If I were considering a Kickstarter, I would want the Percent Successful by Goal data filterable by category/sub-category so I could compare my Kickstarter to similar projects with similar goal amounts. I would also want to see the chart for State vs Start Date filterable by sub-category to see if there is a better month to start for my project’s category/sub-category.