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

Given the data, we can conclude that the likelihood of success was highest for campaigns with a goal of less then $1000.00, that the theatre category had the most campaigns by far, and thirdly that kickstarters number of campaigns peaked in 2015 and has since fallen including the first 3 months of 2017.

What are some of the limitations of this dataset?

Some limitations I noticed were there was no actual information on donations outside the lump sum amount and backers count, knowing some type of outlier donations of large amounts would be useful, knowing more about the demo of people donating would also be helpful. Another questions I had was was that state/outcome successful only determined by if the amount was raised? Knowing if a successful campaign goal actually yielded real outcome of whatever the intention of the campaign could also be interesting.

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

A graph and table I'd be interested in would be one showing the success rate of categories and subcategories comparatively to goal amounts ie if certain cats and sub cats had higher rates of success at higher goal amounts or which types was more successful at which amount.