**Three conclusions we can draw about Kickstarter campaigns:**

1. The dataset indicates that theater projects have been the most popular and successful category on Kickstarter compared to others. In contrast, journalism seems to have the least success.
2. Plays dominated the theater category and were significantly more successful than any other category on Kickstarter. Additionally, other sub-categories like rock and documentary were successful with least number of failed projects.
3. Season appears to impact success rate of the project. For example; Spring to early summer (mid-April to mid-June) produced more successful projects whereas the number of successful projects declined during winter (November - December). Therefore, launch date might influence the success rate of a project.

**Limitation of this dataset:**

1. The dataset does not provide any information about the creator of the projects. The success of a project may be a result of the creator’s knowledge or experience in the field which cannot be examined with the current dataset.

**Other possible tables and/or graphs that we could create:**

1. We could create a distribution of projects by country to determine which countries have a larger number of projects.
2. We could create a graph to show the success rate by country
3. We could also look at the relationship between goal and success rate