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

One conclusion we can draw from the Kickstarter data is that theater has been the most successful category on Kickstarter. Theater has a 60% success rate out of 1393 total projects within that category. Plays are the most successful sub-category of theater with 694 projects being successful. A second conclusion we can draw from our data is that music has the highest success rate at 77.14% with rock being the most successful sub category at a 100% success rate. One last conclusion we can draw from the data provided is that Journalism is the least successful category with 100% of projects being canceled.

1. What are some limitations of this dataset?

Some limitations that we have to this data set are that we do not know what makes these ventures successful. There is no way of seeing through the data what goes into the success of these campaigns. We can draw a basic conclusion but we cannot be sure why that conclusion is what it is besides what category it is in.

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

Another possible graph we could make out of this data set is the success rate of each category and sub category. Some of the sub categories are extremely successful while others fail at a very high rate. We can also come up with the average donation per category and sub category. That could be a good indicator of what people believe are the most successful categories.