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

* Large number of projects were for the Theatre category. There were a large number of projects that were successful in this category but failure rate was almost 50%.
* Least number of projects were in the category journalism. Also, all the projects were cancelled.
* The number of live projects were very less in comparison to the ones initiated, failed, completed.

1. What are some of the limitations of this dataset?

* The data set is unevenly distributed across the goals.

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

We can draw a pie chart to show the distribution of money for the various categories and Sub categories. Also we can have a graph to show the success rate by category/ sub category.