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

Answer: We can make the following conclusions about Kickstarter campaign based on the given data:

1. From table 1 (Excel sheet 2) we see that out of all the parent-categories, theater-based projects have the highest successful rate with the ratio 839 out of 1400. On the other hand, food and game-based projects have some of the lowest successful rate with ratio 34/200 and 80/220 respectively. Interestingly, all journalism-based projects were canceled. Based on this information from table 1, we can make the following conclusion, theater themed projects have the highest demand based
2. What are some of the limitations of this dataset?
3. What are some other possible tables/graphs that we could create?