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

* People are most likely to start campaigns in the “Theatre” category.
* Campaigns are most likely to fail in the “food” category.
* The “rock” subcategory of the “music” category, as well as the “documentary” subcategory of the “film” category are the most successful subcategories with 100% success rate according to the data.

# What are some limitations of this dataset?

* Not current data. In essence, trends change throughout time and a failing category one year may be successful another year and vice versa.

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

* Percent or ratio of successes to failures in a given category over time.
* Average time length of successful campaigns.
* Rate of change of “state” in each subcategory measured over time.