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

Conclusion1:- As the Goal amount increased the Successful Outcome went down.

Conclusion2:- Startups in Music category have the highest rate of success

Conclusion3:-ROCk/Documentry/Hardware startups have the highest success rates.

What are some of the limitations of this dataset?

Dataset does not give an insight on what is the difference between Cancelled and Failed Or Success and live

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

Subcategory outcomes with Goals can give details on how high or low a particular subcategory is for it to be successful.

Category outcomes with Goals can give details on how high or low a particular subcategory is for it to be successful.