Conclusions:

1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
2. Plays are most successful in CA, GB and US
3. Documentaries are the second most successful sub categories
4. DE and FR are underrepresented but not absent. This contrasts with the absence of China entirely. This indicates that there is some barrier that prevents Chinese participation completely. My guess is that the barrier is the Great Firewall of China. Further evidence is that there is data from HK

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

Because the scope is Kickstarter only and the data does not include China which is a huge country, there may be Kickstarter equivalents in China worth investigating

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

We can create percent success graphs