1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?** Theaters and Music are the most successful categories on Kickstarter, but the percentage of failed in theaters is very high, in general more than 37% of the projects failed, something is wrong in how we are doing the campaigns.
2. **What are some of the limitations of this dataset?** In the classification problems all conclusions derived from the test set are applicable only to this set of objects. In practice, however, there is an evident need to generalize conclusions obtained from a smaller set of example objects to a larger population.
3. **What are some other possible tables/graphs that we could create?** Category rate by country/ currency.