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

The above graph shows that music and theater categories have the most chance of successful relative to the number of projects.

There are some sub-categories were successful rate is 100% such as: documentary, hardware. The above chart shows that plays dominate the number of overall sub-categories with successful rate above 50%.

The above chart shows that in the mid-year is best time for production.

What are some of the limitations of this dataset?

The size of the data set is limited compare to the overall number of project which is 30000, which may doesn’t reflect the real situation.

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

We can add a graph that shows the percentage of campaigns achieving their goals per category/ sub category .