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

* The success percent overall is 53.12% with Theater(Plays) and Music(Rock) as most successful parent categories.
* Maximum number of successful ventures is seen in year 2015 with a decreasing trend from 2016 onwards.
* Journalism and Food parent categories have a very low success rate.

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

* The data set (by itself) does not consider the cost of capital and the also it does not define the definition of “successful” kickstarter start up.

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

* Using the data, we can create tables like support available for start ups per country (success rate based on backing) and the amounts raised in different currencies.