Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

That the theater category and sub category of plays by far is the most popular category in the dataset provided. If you are looking to launch a project, by the numbers the most successful projects happen between February and May of each year. At 77% the music category has the best success rate for projects among all the categories.

What are some limitations of this dataset?

The biggest limitation is that we are only working with just over 4,100 projects so likely just a small snapshot of the total projects that Kickstarter has hosted.

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

One possible area you could look at it is what categories got the highest and lowest levels of average donations and see if you can see any trends on what they show you from that data.