1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. We can say projects which are categorized as theater are most likely to succeed.
3. Projects whose sub-category are plays have greatest number of success.
4. Projects which created in May were most likely to succeed.
5. What are some of the limitations of this dataset?

We cannot direct read the percentage of success for each category and sub-category.

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

We can create a table of percentage of success for each category and sub-category. So we can figure out projects of which category are most likely to succeed.