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

1. Theatre is the most successful parent category.
2. Plays are the most successful subcategory.
3. May is the most successful month.

What are some limitations of this dataset?

Large social media presence comes from these type of campaigns and the outreach that comes with that. This was not taken into account in analyzing the data.

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

1. Comparing success/failed rates on how many days the campaign lasted.
2. Comparing if you met your goal based on what country/location it belonged to.
3. Predict what a realistic/successful goal is for a kickstart campaign category.