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

* Music campaigns were the most successful parent category.
* Rock Music campaigns was the sub-category with the most success, because it was 100% successful and had the 2nd most total campaigns.
* Campaigns started in the month of May has the highest percentage of successes with over 60% success rate, and has the most successes of any month.

1. What are some limitations of this dataset?

* It doesn’t explain the difference between the cancelled and failed campaigns.
* We don’t have a way to determine how many campaigns per category/sub-category would be considered a significant enough amount to deem it worthy of making generalizations and predictions about future campaigns.
* When comparing campaigns based on funding goals, and funding received it doesn’t differentiate between types of currency.

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

* We could create another set of data that tells the percentage of successful campaigns per category/sub-category.
* We could create a table that shows the relationship between the number of backers and the success rate of the campaign.
* The same thing could be done with the average donation amount and its relationship with the success of a campaign.