1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Among all the categories, “theater” generates the highest number of successful kickstarter projects; “music” category produces the highest ratio of success; “journalism” does not produce any successful project.
   2. The subcategory that generates the highest number of successful projects is “plays”, while the subcategories that has highest ratio of success are “documentary”, “classic music”, “electronic music”, “hardware”, “pop”, “rock”, “shorts”, “television”
   3. The total quantity of the kickstarter projects increases between 2009 to 2015, while decreasing in 2016. The success ratio reaches to the highest in 2013, while it decreases as the project number increases significantly starting 2014.
2. What are some of the limitations of this dataset?

Categories may be a good factor to see the success rate, but there might be other important factors that may affect the results, that may not be listed in the table.

1. What are some other possible tables/graphs that we could create?
   1. The relationship between percent funded vs. categories/subcategories
   2. The relationship between backers counter vs. categories/subcategories