What are three conclusions we can make about Kickstarter campaigns given the provided data?

Entertainment related campaigns perform better than others.

Plays preform the best, but also had the highest number of failures.

Goals under $1000 USD tend to be more successful.

What are some of the limitations of this dataset?

Were there any very large donations that could have impacted the final amount reached?

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

A pie graph showing the breakdown of category or sub-category probably would look nice.