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

1. According to data collected, campaigns categorized as music have better chance of success than other categories on Kickstarter.
2. According to data collected, campaigns categorized as journalism have less chance of success compared to other categories Kickstarter.
3. According to data collected, under music category, campaigns sub-categorized as metal have 100% success rate while jazz have 100% failure rate.

 What are some limitations of this dataset?

1. This dataset doesn’t include reason for canceled campaigns.
2. This dataset doesn’t filter out outliners (like campaign #122 with 100000000USD of goal and #2243 with 1USD of goal)

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

1. Each countries’ campaign success rate
2. Campaign success rate for each size of goal ( less than 5,000 USD, equal or more than 5,000USD, equal or more than 10,000USD,etc)