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

1. There's a slightly higher chance of being successful via Kickstarter than failing
2. Music, followed by theater, have the greatest chance of success, specifically contemporary/modern themes
3. Surprisingly, Technology had almost 50/50 success/fail rate

What are some limitations of this dataset?

The amount raised doesn't split between actuals and fees due to kickstarter so hard to say how much individual/team made towards goal

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

Scatter plots, Chai-squared for analyses or simple regressions,