1. There are a few different conclusions that can be drawn from this data set. The first conclusion is that quarter 2 is by far the most successful time for a Kickstarter campaign to close with meeting their goal. The second conclusion that can be drawn is that theater (more specifically plays) campaigns, are the most popular as well as the most successful. The least successful category, which also had the highest failure rate, was the film and television category with the subcategory of science fiction.
2. One of the biggest limitations in the data set is that the failed campaigns that either had no contribution or very little contribution, caused the numbers to be very skewed.
3. Another table that could possibly be used is a pie chart, which would easily allow someone looking at the data to compare the rate of success to the rate of failure in each category.