Based on the kickstarter data one conclusion we can make is that entertainment kickstarters (Film & Video, Music, and Theatre) were the most successful.

Another conclusion is that the subcategory of plays had, by far, the most projects and the most successful projects among all the subcategories.

It appears the kickstarter campaigns show a decline in success during both the summer months and the holiday months (November-December).

One limitation to this data is the status of the campaign after the end date. For example, if the campaign was successful was the movie ever made?

A possible table we could make based on the provided data would be the relationship between the state of the campaign and how long the campaign was up and running. We could do this by using the countif formula based on success, canceled and failed and the amount of time between the start and end dates of the campaign.

Another possible table or graph we could make out of this data is the relationship between the category of campaign and the average amount each backer contributed too. This would tell us what individuals are more likely to contribute money too.