Some possible conclusions we can draw about Kickstarter campaigns include:

1. The data provided on the Kickstarter’s project revealed 53.1% were successful in meeting their goals while 37.1%, 8.5% and 1.2%, failed, cancelled or are live projects respectively in all the categories. The 3 categories with the highest number of projects are theater (1393), music (700) and film and video (520) and they had success rates of 60.2%, 77.1% and 57.7% respectively. Giving more attention to these 3 categories and improving processes may yield higher success rates in them as they seem to have the potential in comparison with others.
2. Within the subcategories the highest number of successful projects were observed in plays (694), rock (260) and documentary (180). There are 11 of the subcategories with 100% success rate and they include rock, documentary, hardware, pop, television, classical music, electronic music, nonfiction, radio & podcasts, shorts and tabletop games. Even though some of these subcategories have very small sample sizes for different reasons, they will be worthy of note if they are tested statistically and are found to be significant.
3. It can also be observed that the month of May had the highest number of successful projects and the lowest was in December. This may be an indication of the period of the year that organization can target to meet the targeted goals for the projects. And if possible, avoid the month of December for projects cause it’s the end of the year and financial obligations may be focused on festivities at this time.

Some of the limitations of the data set may include:

* Based on probable insufficient sample sizes we are not able to ascertain the statistical significance in the study when comparing categories and subcategories.
* The “live” data are not conclusive as we don’t know if they will either be successful, fail or cancel eventually and this may affect the rates in the categories and subcategories
* The geographical locations for data collection should be factored in the study to effectively make generalisation of the result.

Some possible table and graphs that we could create include:

* Comparing the “Average donation” and “categories”, “subcategories” on graphs or tables may help us to see how the categories and subcategories projects are performing on the average.
* Comparing the “Project duration from the launched date to deadline dates” and “states of projects”, “goal” or “pledges” will bring out how long it took for the projects to achieve each status at the end.
* Comparing the “Countries” and “state of projects”, “categories”, “subcategories” will also bring to bare the performance of the projects in each countries and factors responsible can be researched by the organizations to deplore in future projects.