What are three conclusions we can make about Kickstarter campaigns given the provided data?

1. You are most likely to succeed in May and least likely to succeed in December.
2. Theater and music are most likely to succeed.
3. Journalism is not likely to succeed, you might even call it dead…

What are some of the limitations of this dataset?

* There are different forms of currency so making any sort of chart with regards to currency would need to be converted to the same currency.
* It does not take into account events going on in the world or that particular country that could shift peoples focus during any particular time period.

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

* Length of each campaign and breaking the length down with categories and sub categories
* A breakdown of amount donated by country or what percentages of the total amount donated by each country in each category. – see what ideals countries put their money behind.
* Analyze if the correlation between goal amount and success rate
* Analyze the number of backers and success rate
* The number of backers by category and subcategory

There is a lot to be done with this data…