After visualization of the data for Kickstarter campaigns, we can conclude that the number of successful campaigns peaked in May and slowly decreased going into the summer months. Kickstarters for the category “Theater” were the most popular. “Plays” were also the most popular sub-category for campaigns. Kickstarter campaigns for journalism were all canceled, and therefore not likely to succeed in the future. However, the overall trend for number of cancelled campaigns appeared to be pretty consistent throughout the year.

Limitations of this dataset include not taking into account how long a kickstarter was live and successful compared to one that may be depicted by the data visualization as “failed.” We are not able to know if a failed campaign had more time would have then been successful or not. Another limitation of the visualization of the outcomes for each campaign throughout the year is being able to determine the type of relationship between “successful” and “failed” campaigns. We could have hypothesized that the number of “successful” and “failed” campaigns were inversely related, but that is not what the data presents.

We could create a graph to compare the percentage of successful campaigns by category. This could provide a better understanding of how well a campaign will actually do, as opposed to only comparing the number of campaigns per category.