There is a plethora of conclusions than can be accurately made based on the information provided to us concerning the Kickstarter campaigns. Three of these conclusions are:

1. Kick starters that were considered part of the theatre, film & video, and music industries were more likely to have successful campaigns while journalism and food campaigns were more likely to either fail or be canceled.
2. However, within the film & video category there was a high rate of failure among the sub-category of science fiction. A significant amount of kickstarters under the sub-category “plays” suffered failure as well
3. The rate at which kickstarters campaigns were either successful or failures tended to be more volatile in their fluctuations throughout the year, while the rate of canceled campaigns remained low and did not fluctuated throughout the year.

Limitations of this dataset include the timing of the study, the organization of campaigns and the introduction of some of the variables, such as the staff\_pick variable. None of these limitations hindered the research into this topic too greatly.

There are absolutely more graphs that can be created specifically for this data set. We could create a pivot table/ graph to display the trends between the average donation for all of the outcomes throughout the years to see if successful campaigns had a significant monetary advantage over campaigns that were canceled or that failed.