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

1. Kickstarter campaigns were more successful in Q1 vs any other quarter.

2. Plays rely on Kickstarter the most

3. Music has the highest success rate (Rock & Indie Rock)

What are some of the limitations of this dataset?

1. Success, fail and canceled rate based on countries.

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

1. A table that compares the countries and the success, fail and canceled.