Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Campaigns started earlier in the year were more successful than campaigns started other times of the year, especially compared to campaigns started in December. Maybe because people who just received their tax returns had more to spend/donate?
* Most Kickstarter campaigns were seeking funding for plays, the majority of which were successful.
* They are best for low-cost initiatives, as the campaigns with the highest dollar amount goals tended to struggle to achieve success.

What are some limitations of this dataset?

* There are a few campaigns where the initiator requested only $1, which is unrealistic and skews analysis in some regards, such as percentage of goal funded.
* The data could benefit from inclusion of a variable asking whether there was any marketing done for their campaign to attract attention.

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

* A bar chart showing ranges of funding with funding percentage increments on the x-axis and number of successful campaigns on the y-axis. This would require an additional few steps to do the groupings, however.
* A chart showing the success and failure rates of staff picks.