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

* Journalism projects always get cancelled.
* Music projects have the highest rate of success at 77%, followed by theater projects at 60% and Film and video at 57%.
* However, nobody likes Jazz (100% fail) and World Music projects always get cancelled.
* The month of May seems to be the best time to start a project, and December the worst.
* The US has the highest activity. SG had 1 project total, and it was successful.

What are some limitations of this dataset?

* Doesn’t really provide any information on why the failures happened. Could be poor marketing, or just a poor product idea.

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

* We could create a table to figure out how a project’s success correlates to being shown in the project spotlight.