The three most significant conclusions I have seen are as follows:

* Failures are highest in December
* The percentage of failures have grown
* The amount of campaigns has grown up to 2015

The number of failed campaigns being highest in December with the holidays since there will be less disposable income to spend on Kickstarter projects which leads to less available funding for projects. As the popularity of Kickstarter has risen since 2009 the number of projects has increased and the percentage of successful projects has stayed similar until 2015. In 2015 the number of failed projects has approached the number of successful projects. This may have been due to the growth of popularity of Kickstarter as well as the increasing number of poorly managed projects and the lack of faith in Kickstarter as a platform after a lot of high profile failed projects. The years following 2015 the number of projects run on Kickstarter has remained fairly consistent which means the platform has seen its peak.

What are some of the limitations of this dataset?

* Some companies use Kickstarter for marketing purposes or to secure additional funding even though they already have enough money.
* These categories may not be accurate since they rely on classification from the people running the Kickstarter
* Just because a Kickstarter is funded doesn’t mean it is actually successful

The significance of the status of a Kickstarter project is somewhat misleading. Reaching a status of successful only means that the project was successfully funded. It does not mean the project was successful and will be delivered only that the project reached its funding goal. It also doesn’t mean that the project will actually be delivered as promised. This means the number of successful projects that Kickstarter claims will be inflated from the number of successful projects that the pledgers receive. The categories of projects are also subject to the discretion of the project creators. Some of the creators may push their projects to different categories to receive more traffic and make it more likely that their project will be funded.

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

* Percentage of successfully funded and failed funded Kickstarters based on their category and year.

This is probably the most important piece of missing data. This indicates how successful Kickstarter as a platform is.