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

1. Almost half of all Kickstarter campaigns are successful.
2. Certain sub categories have a 100% success rate while others have a 100% fail rate. As far as categories go Music has the most successful campaigns with 82% reaching their goals, while Food has the highest failure rate with 67%. Journalism on the other hand has a 100% cancelation rate. Kickstarted campaigns in the music category can feel fairly confident that they will reach their goals, and journalists are better off trying to raise money a different way.
3. Most successful campaigns are started in May, with the least successful months being January, June, July and October.
4. Campaigns with a stated goal of $2,000 were the most successful.

What are some limitations of this dataset?

1. The data does not show the minimum or maximum donations, which means we are unable to see if most of the money came from one donor or if many donors were in favor of the campaign.
2. While we are able to see if the campaigns were successful or not, we are unable to see if the successful campaigns actually followed through after receiving the money.
3. If we had more exact location data, we would be able to look more into the location of a campaign and what if any bearing that has on its success.

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

1. Success rate based on staff pick
2. Success rate based on spotlight or not
3. Success rate based on time campaign was on going. Do longer campaigns have a better chance of reaching their goals?
4. Count of backers by country
5. Which country has the most individuals backing/ largest donations