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

1. In terms of category, the traditional leisure programs, meaning film & video + music + theater add up to more than 75% of successful campaigns, which is also confirmed from the data in the sub-categories. On the other hand, food campaigns are the biggest failures.
2. Also, it is interesting to noticed that technology campaigns have roughly the same state (success, failed and canceled).
3. Within the years, December represents a month of convergence of failures and successful campaigns and therefore it seems one of the worst months to run a campaign.

What are some limitations of this dataset?

Lack of metadata to properly analyse the data.

No information about why a campaign was considered as successful or failure.

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

Correlation between failure and funding.

Duration of the campaign and it’s state.