What are three conclusions we can make about Kickstarter campaigns given the provided data?

1. The top three campaign types users create belong to the arts category (film & video, music, and theater)
2. From the sub-categories, Plays are the number one campaign types, with almost 3x more campaigns submitted then the second highest sub-category
3. Amount of successful campaigns slightly drops the final quarter of the year however the total canceled and failed campaigns remain somewhat constant throughout the year. Therefore we can’t conclude date campaign started affects campaigns success rate significantly

What are some of the limitations of this dataset?

1. Some campaigns may have very generous backers (outliers) which this dataset doesn’t count. Even though we calculate average donation, that can be easily changed by outliers
2. This dataset counts all money the same even though there are different currencies involved

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

1. Countries and success rate
2. Rate of success by goal total
3. Amount of Backers
4. Update table changing all currency to US dollars