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

* Category and especially Subcategory seems to have a significant effect on a project’s likelihood to succeed; only a handful of subcategories have a proportional mix of successes and failures and most are almost entirely successes or failures and cancellations
* Spring and Summer seems to be the highest volume of projects, particularly successful ones
* Smaller projects of less than 5,000 of the respective currency seem to have a much higher rate of success than those with a higher goal. Higher goals also seem to have an increasing chance of being cancelled

What are some of the limitations of this dataset?

* The currency data needs to be normalised in order to usefully compare goals between projects, which is complicated by the fact that the currency conversion rates would be changing over time as well
* The assignment mentions that there have been over 300,000 projects on Kickstarter and this sample is only around 4,000

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

* A bar graph of average donation by category and subcategory, perhaps with a filter by state, could be useful to gauge the amount of money people are willing to spend in a specific niche
* A scatter graph of pledged totals compared with end-date, perhaps filterable by state and by category, could be helpful to determine if there are any more long-term spending trends on the platform