Based on the data, three conclusions we can draw are:

* Theater campaigns (specifically plays) have the most campaigns created.
* If a campaign is successful, it was most likely created in June or July.
* Audio and World Music are the subcategories with the highest percentage of success.

Some limitations:

* It is difficult to compare across categories due to the fact that the sample sizes are different for each one.
* Some campaigns are live and therefore the outcome, backers count, average donation, etc. can still change.

Other possible tables/graphs:

* We could analyze the relationship between the outcome and the time lapsed from created to ended. This could help determine the estimated timeline for something to reach the goal.
* We could analyze the relationship between the outcome and the initial goal amount. This could help determine the amount the goal should be set to reach a desired outcome.

Using the data, the median better summarizes the outcome vs backers data because the data is skewed right.

There is more variability with successful campaigns. This makes sense, because there can be a few outliers which contribute an absurdly large amount of money which can increase the likeliness of success while simultaneously increasing the variability.