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

* Campaigns that meet their funding goal vastly outweighs those that do not.
* Campaigns launched in spring and summer were much more likely to be successful than those launched in other months.
* Campaigns to fund music projects were the most likely to succeed.

What are some of the limitations of this dataset?

* No data on return on investment from campaigns.

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

* A line graph that charts campaigns across all years to see change in the number of campaigns being created overall.