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

* The top 3 project categories by quantity were theater, music and technology.
* Of the top 3 categories theater, music and film led more successful programs.
* By country, US & GB initiated the most Kickstarter projects overall regardless of category.
* By sub-category, plays were the most popular and successful by quantity while rock (music), video/documentary and hardware launches were 100% successful.

Those projects that initiated funding in the month of May had the greatest correlation of success.

What are some limitations of this dataset?

There was no data to define success of the program versus success of the project.

Information displaying the total amount of revenue that was generated or if the investors enjoyed profit sharing percentages would have been informative.

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

* Total amount of funding generated for each project defined by state (success, fail, etc.)
* Donation amount by category, sub-category and backers.