Given the provided data, we can draw three conclusions about Kickstarter campaigns. The first conclusion we may draw is that campaigns in the theater category were much more successful than any other category, with an equal amount of failure. The second, within the theater category, plays were a heavy focus – and driving force in the success of the campaigns. Lastly, we can conclude that while there was a higher success rate than failure rate during the Spring/Summer months, there was a significant decline in successful campaigns in the November to December months.

The limitations to this data set is that it does not show the monetary gains of the campaigns. For example goal vs pledged. Another limitation is the length of the campaigns vs success/failure rate. Monetary gains information would not be measured equally due to the currency differences.

An example of a possible graph that could be created would be length of campaigns (measured by amount of days) vs success/failure of a campaign. It could possibly measure & find patterns if a campaign is more successful with an extended end date, or, more successful with a shorter end date.