After a preliminary review of the data, this report summarizes basic findings including main conclusions, limitations of the dataset, and other potential graphs we could create to explore the data from other angles.

Given the provided data, three conclusions can be drawn. Firstly, most campaigns are from the United States. Secondly, film, theater and music are the most numerous and most successful campaigns. Last, the number of canceled campaigns remains stable throughout the year with successful campaigns peaking around May. More domain specific expertise in the arts and crowdfunding might illuminate some of the reasoning behind the trends noted in the data, though there remain limitations.

Some of the limitations of the given dataset are lack of information around the functionalities of Kickstarter and information about unique campaign efforts. It could be helpful to understand how functions of the website such as staff pick and spotlight work and the impact they have. Additionally, insight into the unique promotional efforts behind successful campaigns could illuminate effective strategies. Looking at the data from different angles might reveal more information as well.

For further analysis, we recommend examining the data around campaign backers and donation amount as well as more exploration around the impact of the spotlight and staff pick features on campaign outcomes.