**Kickstarter Data Report**

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

* More campaigns succeed on average than failed
* More campaigns fail rather than succeed if they start in December
* The number of campaigns launched declines towards the end of the year
* Theater seems to be the most popular category to use Kickstarter funding (lunched most campaigns).
* Music seems to be the category with the highest percentage of successful campaigns within a single category.

What are some limitations of this dataset?

* It only includes a fraction of the projects on Kickstarter.
* It is not clear how this dataset was selected, was it random? Is the selection representative of the entire Kickstarter campaign population?
* The categories and subcategories are too general
* Dataset does not capture enough unique/wow factors about each campaign that may have contributed to their success. Famous founder, influencers etc.
* Unclear if it has been evaluated for outliers

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

* Chart showing categories and subcategories that exceeded funding goals
* Average time to fail, cancel, succeed and percent funded
* Average time of closing for successful projects in each category
* Average donation per category