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

By looking at the various Tables and Charts created we can draw certain conclusions.

1. Campaigns associated with the Arts (theater, music, film and video) had the highest success rate. Whereas campaigns associated with food had the lowest success rate.
2. Campaigns starting between April and July saw the highest success rate.
3. Looking at success, failure and cancelation rates there is a trend that exists with the goal amount. The lower the goal sum, the higher the success rate. The higher the goal sum, the higher the failed and cancel rates.

What are some of the limitations of this dataset?

We do not know how much each campaign spent in marketing their idea. We do not know how many people saw each campaign. It would be interesting to know what percentage of people who went to each Kickstarter page decided to contribute to the campaign.

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

We could see the success rates for each country. Another interesting correlation we could have looked for is what genres are more impacted depending on location and goal.