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

1. The majority of campaigns launched are for theatre, music, and film/video. It seems that over half of those campaigns are successful.
2. Among the other categories, it seems that more campaigns fail than are successful.
3. Overall, the time of launch does not seem to impact whether a campaign will be successful or fail. However, it looks like more launches in December failed rather than succeeded.

What are some of the limitations of this dataset?

* The dataset does not provide a reasoning for why the campaign was cancelled or failed. It would be interesting if Kickstarted asked for a reason.
* The dataset also does not indicate if an incentive was offered for making a pledge. That could be an indicator on why there were not many pledges.

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

* It would be interesting show a chart that compares the state of campaigns amongst the countries to see if there are any trends.
* Using the spotlight or staff pick columns in the data table would be interesting to delve into as well. Perhaps a pie chart that shows the percentage of campaigns that success vs fail who had a spotlight.
* A graph that shows the stacked bars as 100% Stacked as that would allow the user to clearly see the percentage successful, failed, or cancelled for each category / sub-category.
* A scatter plot that shows each campaign pledge amount colored by category. This would enable the user to see if particular categories trended towards receiving more or less funds than the others. The x-axis would be time-series.
* On the line graph, it would be helpful to add a line that shows the total number of campaigns across the top. This would help provide a baseline trend for the number of campaigns launched each month.
* Lastly, it could help to create a table for the failed campaigns to identify any trends beyond category on why they failed.