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

Music and Theater categories on Kickstarter are the most successful, particularly in the sub-categories of Rock for music, and Plays for Theater. The highest number of successful Kickstarter projects were launched in May, as compared to the year overall. The goal of the Kickstarter campaigns (whether high or low) did not have a correlation with success rate.

**What are some of the limitations of this dataset?**

* The currencies are all different, so values of the goals and the pledged amounts would weight differently based on the country.
* The sample size may not be big enough, given we have no context to how big the population

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

* Success rates by country
* Success rates by number of backers
* If the average donation has any correlation to success rate