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

1. Technology campaigns have had the highest percentage of cancelations, while music campaigns have been the most successful.
2. Kickstarter’s business experienced the most growth in the period of 2013 -2014.
3. Campaigns with smaller goals were more successful than larger campaigns.

What are some limitations of this dataset?

* The 2017 data is incomplete, making it difficult to interpret the ‘Outcomes Based on Launch Date’ chart.

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

* **Outcomes Based on Backers:** It would be interesting to see if the success of Kickstarter campaigns was more dependent on having a lot of backers or having a few large contributions
* **Backers Based on Category:** It would be interesting to see what types of campaigns people are willing to donate their money to.