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

* You are more likely to have a successful campaign if you start it early in the year as opposed to later in the year, with the most successful month being May.
* The more money you ask for, the more likely you will not be successful.
* Further Analysis shows that there may be a correlation between staff picks and successful campaigns.

What are some of the limitations of this dataset?

* Limited categories.
* The currencies were not equal. This could influence the actual funding amount. Not comparing apples to apples.
* Limited data on where the projects were in the process of development.

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

* A scatter chart looking at the staff pick vs not picked. How does that influence funding success.
* A line chart looking at the % funded for each country by month.
* Stacked bar chart that looks at the time started to funding success.