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

Campaigns that are categorized as Theater or Music are more likely to be successful than any other type of campaign. Combined, Theater and Music have a 66% success rate whereas all other categories have a 40% success rate.

Campaigns that are sub-categorized as plays are the most popular Kickstarter campaigns and they are also more likely to be successful than to fail.

The number of cancelled campaigns stays consistent throughout the year while campaigns that are created in May are significantly more successful than campaigns created in December. This may suggest that the Christmas holiday makes funding harder to obtain.

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

Kickstarter was founded in April of 2009, while we have data from 2009 to 2017, more than 50% of the data comes from 2015, 2016 and 2017 which shows that Kickstarter campaigns became more popular more recently. Also, the data is not complete in 2017 as there is only data present through March of 2017. Since Kickstarter campaigns have become more popular in recent years, it is difficult to find trends. There also is not much data in some of the subcategories like radio & podcasts, restaurants and world music. All campaigns in these three categories have had the same result meaning there is no data to compare.

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

It would be interesting to compare the amount of the goal to the state of the campaign. It might also be interesting to compare the state of the campaign with if it was a staff pick or not.