Three conclusions about Kickstarter campaigns based on Kickstarter data set in excel:

1. 53% of all Kickstarter campaigns are successful.
2. The most successful campaigns are tabletop games.
3. The US has the most successful and unsuccessful campaigns.

Some dataset limitations are:

1. Outliers

Other possible graphs or tables we could create:

1. Examining data by year only – not year/month.
2. Most common areas of success independent of outlier data.
3. Most profitable campaigns to run, independent of outlier data.