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

1. Roughly half of Kickstarter campaigns are successful.
2. Theatre campaigns make up a great deal (over 25%) of Kickstarters and are somewhat more successful on average.
3. The number of campaigns per month is relatively consistent, but drops a bit in December.

What are some limitations of this dataset?

* The definition of successful is limited to whether or not the kickstarter reaches its funding goal. Many kickstarters fail to deliver on their promises even after being fully funded, so the data is limited in that regard.
* The data doesn’t include any information about the organizers of each campaign. Whether or not a creator/organizer/etc. is well-known would likely factor into campaign success.
* The data is somewhat outdated. Most recent year is 2017.

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

* Creating a graph or table charting the length of each campaign as it relates to success could be informative. The natural assumption would be that a longer campaign is more likely to succeed, but the data could say otherwise.
* A table of average donations broken down by country could yield some interesting data. Are people in different countries more inclined to spend more as individuals or are they better at true crowdfunding?
* Graphing percent funded in broken-down groups is another possible take. Did most successful campaigns blow their targets out of the water? Or did they just squeak by? Similarly, did a lot of failed campaigns come close or not at all?