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

1. Overall, there are just about the same chances of success (53%) to a canceled or failed (46%) Kickstarter campaign.
2. The most popular Kickstarter campaigns are in the Theater category, while the most successful Kickstarter campaigns are in the Music category.
3. Success is most achieved in May with a steady decline through September and when the goal is less than 1000.

What are some of the limitations of this dataset?

* The state of the campaign does not necessarily correlate to the % funded. The time periods (Days in campaign) aren’t all the same for the campaigns so comparisons are hard to draw.

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

* We could create a scatter plot on Goal versus Status, a visual of number of campaigns across the countries, or maybe a box plot to see if the days in campaign affect success/failures.