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

-Theatre has more successful rate, journalism has the highest failure rate

-Plays has more successful rate

-More success rate was in the month of May

-lesser the goal, higher the success rate

What are some of the limitations of this dataset?

-staff pick was not insightful

-not sure what kind of genre has good successful rate

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

-we could see how the success rate is affected with how long the project was alive.(time between launch date and end date)