Given provided data to analyze Kickstarter campaigns we can conclude that only 53% of campaigns were successful. Theater resulted in the most successful parent category for campaigns, followed by plays for the subcategory. We can also glean that May is the most successful month for the data sets campaigns. Overall, we can glean that kickstarters tend to generate best results for theatre and plays in quarter Q2.

Some limitations of this data set could be that the scope of data seems to be slightly vague to determine the campaigns true success. This data set we use can find campaigns that were successful in funding via Kickstarter, whereas not enough data was provided to individually analyze each campaign overall success in completion of its goal for funding. Missing valuables and trusting the validity of the data are some limitations.

Other possible tables we could create would be measuring fields such as the amount of pledged dollars per backer and to measure that with the specific launched at time, where we could use a scatter plot graph and create a trendline to determine more specific measures of information.