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

1. Entertainment Kickstarters are the most popular.
2. Kickstarter’s popularity grew every year through 2015, but has started to decline.
3. Music Kickstarters have the best percentage of reaching their goal.

What are some of the limitations of this dataset?

There is no indication of why Kickstarters failed or were cancelled.

There is no indication of exactly why a Kickstarter was successful.

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

A table/chart showing the success rate of each genre.

A table/chart showing stats by country.