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

* In general kickstarter campaigns are successful at a higher rate than those that fail except in the month of December.
* The arts in general were more likely to be successful than other types of campaigns. Music (77% success rate), theater (60% success rate), and film & video (58% success rate) are the most successful kickstarter campaign categories. Food (17% success rate), games (46% success rate), and publishing (34% success rate) were the least successful kickstarter campaign categories. All journalism kickstarter campaigns were canceled and tech has 30% of their campaigns canceled.
* The Theater category saw a large spike in campaigns starting in 2014. It far outpaces other categories for total number of campaigns. Perhaps the fact that these campaigns are some of the most likely to be successful is helping to drive the large number. More research should be done to dig into this trend.

2.What are some limitations of this dataset?

This is just a small subset of the total number of kickstarter campaigns. It may not be statistically representative sample so results here may not represent overall trends for campaigns. For example, the dataset does not have any journalism campaigns that completed so may not accurately represent trends in that category. It also is heavily skewed towards US campaigns so may not accurately represent trends in other countries. It is missing data for most of 2017 and all of 2018 and 2019.

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

You could create percent success/fail/canceled by category. You can create a pivot table of success/failed/cancelled by year by month to dig deeper into what is driving trends.