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

1. Goals at the lower end of the scale tend to have a much higher success rate than those with larger goals; they are inversely related.
2. Plays by far was the largest subcategory as well as had the most successful submissions.
3. The first half of the year tends to have a higher count of submissions and experiences a downward trend during second half of the year.

What are some of the limitations of this dataset?

1. Foreign exchange fluctuations/rates
2. We are looking at a success/fail rate rather than the aggregate dollars that were achieved.
3. Our analysis strictly focuses on the months of year rather than years themselves.

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

* Segmenting the data by country, then look at sub category, months, dollars, etc.
* Focus on average dollars or total dollars collected rather than strictly success/failure rate