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

Success of a Kickstarter can be determined by if amount of funding pledged is close to the goal. Film and theatre/play are two most popular categories that are successful and technology projects are the most cancelled. Video documentary and video animation are the most successful sub-categories. Another trend is that projects that are successful have a launch date in the first half of the year.

What are some limitations of this dataset?

The data only determines the success of the companies based on pledges received but in realty a company can continue with other means of funding. There are also some trends that could just be coincidences like the findings that are determined by using the launch date.

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

* How the spotlight impacts the success of the project
* How the span between the launch date and deadline determine the successfulness of the project
* Use the staff decisions to determine the impact of the success