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

Theater, music and film & video categories have the highest volume of projects pitched and have the highest success rate getting funded. Technology category has a high volume of projects pitched, but a little less success getting funding.

Plays sub-category has the highest volume of projects pitched, hence the highest volume of projects funded within Theater parent category. Rock, documentary, hardware, television and classical music sub-categories have 100% success rate while video games, animation, drama, children’s book, fiction, jazz and mobile games have 100% failure rate.

There is a seasonality to the project creation trend. During May, June and July there is a spike in the number of projects created and a spike in the number of projects getting funded, failing to get funded and getting cancelled. Also, there is a significant drop in the number of projects getting funded during the month of December.

What are some of the limitations of this dataset?

I would like to see how many of the projects were completed, not just funded.

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

A pie chart showing the amount of money raised for each successful category would perhaps be good.