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

* Theater represents the majority of Kickstarter campaigns at 33.85% of all campaigns launched. Plays are the most successful of all sub-categories.
* Campaigns launched in May appear to be the most successful, while December appears to be the month with the least successful launches.
* Campaigns with lower goals had higher success rates

What are some of the limitations of this dataset?

* It is not known how much attention or marketing each campaign received, increasing awareness beyond the starter’s sphere of influence
* This data does not indicate why a campaign was successful beyond categorization and potential seasonal trends
* Was failure due to goals being too high, or were the campaigns not compelling?

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

* Analysis of the relationship of success/failure to country
* Comparison of length of campaign to success and failure
* Comparison of projects being featured as staff picks or spotlighted to success