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

1. The higher the goal, the more likely the campaign is to be canceled or fail.
2. Plays was the category with the most campaigns
3. Campaigns started in December were more likely to fail than succeed.

What are some of the limitations of this dataset?

* The campaigns in the set were majority US-based
* The dataset is only a portion of the 300k campaigns and we do not know if it is a random assortment across categories

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

* Average number of backers per category
* Success rate for staff picks vs non-staff picks
* Success rate vs. campaign length