1. Most successful campaigns in all categories had a significantly lower goal then the ones that failed or were canceled on average.
2. Neither Staff Picks nor Spotlight had a significant effect on whether a campaign was to succeed or fail. (Increase of success by 0.67% with Staff Pick and decrease of success by 2.25% with spotlight)
3. Audio journalism was the most successful category, with the lowest goal average. Well, Mobile games were the least successful category, with the highest goal average.

Some limitations of the data set are that we do not know under what circumstance a campaign received a staff pick or spotlight, if they were more likely to pick a campaign that had a higher chance of failure, etc. As well, we have no way of knowing the amount of marketing done by the campaign founders to promote their own campaign. Also, we are unaware if the founders of any of the campaigns were offering their backers any form of rewards for their donation which would spur additional donation.

Some additional tables of graphs that could be used would be a scatterplot to plot the distribution of number of donors and average donation per donor to see if the number of donors effects how much each individual contribution is. As well, a pie chart to look at the distribution of donated funds per successful campaign as an amount of total donations to all campaigns company wide.