Conclusions about kickstarter campaigns given the provided data:

1. Worldwide music campaigns were more likely to be successful than food campaigns.
2. Compared to other type of campaigns, technology campaigns were cancelled more often. Exception this are journalism campaigns, the number of this type of campaigns were low and they were always canceled.
3. The number of the sub-category plays campaigns was large

Limitations of the dataset:

1. The data set includes ‘live’ projects, which have passed the deadline and should be re-grouped in canceled, failed or successful.
2. This dataset only shows 4000 campaigns while there are many more campaigns launched on Kickstarter, the data might not show the correct trends.

Other possible tables/graphs:

1. You could compare the average donation with the different countries or category of campaign.
2. You could compare the date of creation with the deadline and see if you can find a correlation between the time the project was live and the success or failure of a campaign