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

* The success ratio is 53% for all the projects that were funded, failed ratio is 37%, cancellation ratio is 8% and .10% projects are live.
* The play sector which is a subsector of theater received the highest number of funding and had a success ratio of 65%. The music sector had the highest success ratio of 77%.
* The projects funded from the April to June have a high success ratio and the projects funded in November and December have a lower success rate.

What are some of the limitations of this dataset?

* It doesn’t help identify the reasons for success, failure or cancellation.
* It doesn’t identify what the relationship is between the time of the year and the success ratio.

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

* We can table/graph the number of backers, the percent funded and the average donation.