1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

There is a weird inverse relationship at play between what part of the year one begins their campaign, and the likely success of said campaign. If one wishes for their Kickstarter campaign to begin, they need to schedule it to the first half of the year, from July on and increasing by the month the rate of failure (judged by failure to meet funding goals) increases through December. Maybe people are more pernicious during the holiday half of the year?

1. What are some limitations of this dataset?

Time, it only data includes thru 2017, so there is much of the recent economic stagnation that might make people more spendthrift and so less likely to donate to a project.

1. What are some other possible tables and/or graphs that we could create?

I would like to see a deeper analysis on why play funding has such a greater volume of Kickstarter campaigns, and associated successes and failures then any 3 other sub-categories combined. But one never hears about its success in this regard, I guess the business model of play funding in geared toward crowd sourcing.