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

1. Projects in the entertainment categories, such as film, music, and theater tend to have a higher success rate.
2. Projects with deadline dates within the first and second quarters of a year appear to have a higher success rate.
3. Projects with goals below 15K are more likely to successful. The lower the goal amount the higher the chance of success.

What are some limitations of this dataset?

* The data is based on success/failure is being determined by if funding goals are met but not considering if the project was delivered.

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

* It might be useful to see if there is a correlation between number of backers and if that influences the success or failure rates
* An analysis on the effect of the average donation and how that may impact the success/failure rates. What amount would likely attract the most backers?
* A visualization on how staff picks influence the outcomes of projects.