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

1. More projects are successful in June and July.
2. Theatre is by far the most successful.
3. The subgenre of podcast is not successful.

What are some of the limitations of this dataset?

We are not accounting for the exchange rate within the different currencies.   
We do not have any additional information about why the programs were canceled/ failed.  
We do not know the demographic accounting for the pledges.

What are some other possible tables/graphs that we could create?  
  
Success rate vs country🡪 What is popular per country so you can correlate the type of shows presented to each country.   
Number of backers vs Success Rate🡪 Do certain shows have more generous backers?