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

1. Kickstarter campaigns that involve rock music had 0 successes.
2. Technology campaigns have approximately equal amounts of successes and failures.
3. The category with both the most amount of successes and failures is Theater.

What are some of the limitations of this dataset?

* There are only 4000 data points to gather data from.
* This data set does not necessarily encompass all of the existing Kickstarter categories that have been created.

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

* A success/fail/cancel rate based on individual category/sub-category (i.e. the percentage of food trucks that have started and whether they were successful or not).
* Plotting the percentage of successful campaigns against whether or not they were featured as a “spotlight” campaign.
* Plotting the percentage of successful campaigns against whether or not they were featured as a “staff pick”.