1. Three conclusions about Kickstarter campaigns?
2. More started off as successful in Jan then in Dec more had failed.
3. Plays had the most successful and failed sub-category campaigns (about half of the plays total).
4. The music category appears to have the best ratio with significantly more being successful than failed.
5. Some limitations of this dataset could be that the date ranges include too many years and that there are too many categories included. I feel like too much information combined can make it more difficult to draw accurate conclusions especially if we start comparing apples to oranges, etc.
6. It would be interesting to make tables/charts to compare if the amount of backers or average donation had any correlation to a campaign being successful or not.