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

* Majority (53%) of the campaigns are successful.
* Classical music is the most successful sub-category campaign.
* Campaigns started in January, June, July and October are more likely to fail.

What are some of the limitations of this dataset?

* The data doesn’t capture how frequently the campaign link is being shared or the number of people organizing the campaign.

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

* Spotlight and state