3 three conclusions we can draw about Kickstarter campaigns.

1. You can see from the above graphic that theater projects are:
   1. the most attempted project
   2. has the most overall number of successful campaigns.
   3. Compared to music, has slightly more successes but with far more attempts
2. From the above graphic you can tell

a)Games in general have a high failure rate

b) With the given data, tabletop games always succeed where all others fail

c) The “Category” might not be a good way to group ickstarter campaigns

3) From the above graphic, taking in all years but looking for seasonal variations, we can conclude:

a) The majority of successful kickstarter campaigns happen between Feb and April

b) cancelled campaigns remain fairly flat over the course of the year

c)There are more successfully campaigns than unsuccessful campaigns.