**Kickstarter Campaigns Conclusions**

Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Kickstarter campaigns are likely to fail unless it appeals to specific audiences (i.e documentaries, tabletop, shorts)
* Campaigns launched in December are less likely to meet goal regardless of category
* Non-U. S based campaigns have a much more difficult time receiving backers

What are some limitations of this dataset?

* Does not factor in marketing or buzz and perks/rewards

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

* Graph to determine correlations between target goal and success rate
* Graph to determine correlations between durations of campaign and success rate