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

1. Most successful campaigns were launched in May, June or February with May being the best.
2. Based on outcomes, Theater had the most successful (439) and unsuccessful campaigns (839).
3. If a campaign was put in the spotlight, they had a 100% success rate.

2. What are some limitations of this dataset?

One major limitation would be that the data is stored in an Excel spreadsheet. The currencies used also vary but the formulas to present data are the same so some graphs/tables will be inconsistent. More information about the backers could provide more insight as to which market would be best to target when trying to get people to invest in your campaign.

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

Something comparing currencies would be interesting such as converting all campaigns to USD to get a uniform data model. Pie charts showing the outcome of each category or sub-category would also be a good visualization. Creating a heat map showing where campaigns were started could also give more information such as great places to start new ideas.