Kickstarter Conclusions

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Campaigns related to the arts (theater, music, film & video) tend to be more successful, with music having the highest success rate.
   * Campaigns started in spring/summer months are more successful. Campaigns started in the month of December are more likely to fail.
   * Success rate falls when goals exceed $5,000. Success rate is negative above $15,000.
2. What are some limitations of this dataset?
   * Currency values differ (e.g. USD, AUD, EUR)
   * Campaign durations vary, some less than a week others up to 90 days.
3. What are some other possible tables and/or graphs that we could create?
   * Line graph grouped by goal amounts showing success vs. failure counts
   * Stacked column by campaign duration length & state of campaign