Conclusions I can draw from the data:

1. There are a high number of Theater type projects, with the main subcategory being plays. These types of Theater – Play projects are quite successful. My guess would be that Plays don’t require a great deal of money to produce.
2. May seems to be the best month to have a Kickstarter project, with a high number of successful projects being in May.
3. Based on the Bonus: I can also conclude that the monetary goals under $5000 had the most success.

Limitations:

* I don’t have an exact idea of how many of the Successful projects went into production.
  + There’s been many cases of people being ‘scammed’ on Kickstarter because the Project Owner never fulfilled their promise.
* Many of the failures could have been very close to their monetary goal, or had an unrealistic goal to begin with.
  + They may have set a goal of $20,000 when they only needed $2,000.
* How many of these projects have been resubmitted by the same project owner?

Other Graphs:

* A pie chart would be interesting for Successful, Failed, and Cancelled.
* A bar graph for which project category is submitted during a certain month.