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

1. The Entertainment industry (film/video, theater, music) show a significantly higher rate of success compared to all the other categories combined
2. The most successful projects were those with a goal of $5,000 or less.
3. The success rate starts to drop significantly as projects exceed the $45,000 mark

What are some limitations of this dataset?

1. If data was available, it would be interesting to analyze the success rate of the “featured” and “recommended” projects displayed on the main page of the Kickstarter web site compared to other projects that are not “advertised”

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

1. Success rate vs. project time frame
2. Success rate vs. Goal size