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

* Based on the findings given by calculating successes, failures, and cancellations under specific categories, it can be concluded that the theater industry has participated in the largest number of campaigns and had the largest number of successful Kickstarter campaigns out of all of the industries throughout the years.
* Based on findings given by calculating successes, failures, and cancellations based on campaign launch date, there is a higher number of successful campaigns recorded from May – July. This could be an indication that it is preferable to launch campaigns during the summertime.
* Comparing statistics in the US specifically, there seems to a very big popularity or recorded success in campaigns relating to theater. From the theater category, it is noticed that a bulk of the successes for these categories stem from campaigns relating to sub category *Plays.* I can be assumed that American people are the largest contributors to the success measurement of the theater category compared to other countries with about 412 successes out of the 694 recorded coming from the US.

What are some limitations of this dataset?

* There is no reason listed for cancellations. We are unable to analyze the reason for cancellations and then to correct them for future campaigns.
* This dataset does not include a budget or spending column that allows for analysis of the amount of money that went into hosting the campaign.

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

* A graph that shows number of pledges that were received by category and by subcategory to see the most eye-catching campaigns that harbored success.
* A graph that shows changes in pledges over the years to see if the campaigns should be continued.