1. Conclusions:
   1. On Kickstarter, there is a pretty even rate of projects that are canceled throughout the year. In this particular year, in July and November there was a higher count than normal of canceled projects; however, since this is only one year’s information, we cannot declare a trend but rather a possibility that in the next year, these months might yield higher canceled projects.
   2. Projects that are less expensive tend to be more successful, with “Less than 1000” being the most successful.
   3. Theater has about a 2:1 ratio of successful to failed/canceled projects as does film & video, which puts them at a much better ratio than all the other categories save for music, which has the highest successful yield at a ratio of almost 5:1 successful to failed/canceled projects.
2. Limitations: This dataset doesn’t seem to be complete, as there are some categories that are missing numbers in certain classifications of projects, such as ‘successful’, ‘failed’, and ‘canceled’.
3. We could create pie plots comparing the success rate of all the different categories, or a bar plot counting how many projects made it to the spotlight in each category.