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

1. On average, based on all the years of data and categories provided, a campaign is more likely to fail when launched in December. Launching in May provides the greatest chance for success.
2. Theater is the most successful category. Food is the least successful.
3. Campaigns with a goal < 1000 have a better chance of being successful. As the total goal amount increases, the chances of failure or cancelation generally go up.

**What are some limitations of this dataset?**

* Most recent data available is from 2017.
* Don’t know if it encompasses all available categories and sub-categories.
* Don’t know if it encompasses all available countries.

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

* We could look at the success and failure rates based on the date the campaign ends. We could also look at the average length of a campaign and how that correlates to success or failure.
* We could look at success and failure based on country.