What are three conclusions we can make about Kickstarter campaigns given the provided data?

Three conclusions that we can make are

1. Although Theater projects are the most successful, they also have the highest failure rate as well.
2. Documentaries seem to be the safest bet, as 180 campaigns are successful and there are no failed campaigns
3. May seems to have the most successful campaigns

What are some of the limitations of this dataset?

Some of the limitations are

1. The data being tracked comes from different countries, so true cost isn’t equivalent due to the different exchange rates.
2. The campaigns didn’t run for the same duration across the board, so some campaigns had better opportunities than others to be successful.
3. The amount of funding required by each project varied. One campaign required $500 and raised $525, where another requested $5000 and received $3000. Is that really a failure?

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

1. We could have created a pie chart to see how currency performed
2. We could have charted by country
3. We could have charted food/restaurant performance vs tech or entertainment.