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

* Campaigns are most successful in May and least successful in December.
* Plays has both the highest incidents of successes and failures out of all subcategories.
* Technology is the category with most numbers of cancelled projects.

What are some limitations of this dataset?

* The currencies need to be consolidated into one to better determine the exact amount of money raised. Different currencies represent different values from each other.

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

* Percentage chart needs to be created to make the success/fail/cancellation rates more visually comprehensive.