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

1. The category “theater” is the most popular type of project on kickstarter.

2. The category “music” has the highest ratio of success over total number of projects, while “food” seems the least successful one.

3.December has the lowest number of projects created, while people create projects on other months (more or less) evenly.

What are some of the limitations of this dataset?

This data set only include projects over the span of one year, it would be more helpful to analyze the trend if we can gather more recent data.

The meaning of the states can use a bit more explanation. For example, does “successful” just mean the project raised enough funds or it in fact achieved what it claims? Based on the graphs, it seems obtained enough money is enough to count as “successful”, but it would be more comprehensive if we know more details about the project past that stage.

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

We can compare the pledged money with the chance of being successful, rate of success with location, distribution of category with location, etc.