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

When we observe the graphics by category we can see that the most part of the failed projects belong to the theater but is also because the theater category accounts for the 33% of the total projects launched, so this category also shows the biggest number of successful projects. On the theater projects, plays are the most recurrent kind pf projects.

We can also see that some subcategories like food trucks and web projects that in spite of having an important amount of launched initiatives, they don’t account for any success. On the other hand we can find rock, documentary and drama projects as categories that have never failed.

Looking at the data by year it is interesting to find an important increase on projects creation starting on 2014 and remain constant until 2017. This behavior is mostly leverage by categories like technology and theater.

1. What are some limitations of this dataset?

First may be that it is not updated, last year registered was 2017 and only the first 3 months.

There is interesting information on the data set we can not use, like name and blurb, this cells give us some insight on the project subject but we can’t use them as a part of the massive analysis.

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

It is interesting to see the evolution of the projects created for each category or an indicator of success as a relation of the total projects by category

I could make a graph to see if there is any seasonality on the creation of projects (x axis form months) with a line graph for each year