Kickstarter Campaign

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Based on the data 30% more campaigns were successful than failed.
   2. The most successful category was theater, then music, then film & video and then technology the remaining categories were very small portions of the total successful campaigns.
   3. Of the category Theater the plays were the most successful sub category. Plays were approximately 26% of the total successful campaigns including all categories.
2. What are some limitations of this dataset?
   1. There are very few live campaigns currently going so it seems like this data may be stagnant or this method of fundraising is no longer heavily used.
3. What are some other possible tables and/or graphs that we could create?
   1. A line graph by year to see if there was an overall decline in campaigns year over year.