Three conclusions

- successful, typically the successful campaigns start with a higher number of backers with larger contribution of donations behind the campaigns.

-There is a incline in the second quarter, insinuating that the summer months provide the most optimal opportunities for kick starter campaigns. decline in the third quarter for successful and unsuccessful suggest the time of year impacts outcomes in Kickstarter campaigns

-The data collected tells us that through the samples collected Kickstarter campaigns involved in entertainment have a higher success rate and provide for a larger sample size.

Limitations

-The limitations of this data are per category the number of campaigns accounted for are distorted by category. One category or sub category might have a quarter of samples compared to the leading category.

-Time frame is another limiting factor. This gives us a read on a calendar year but for a better observation expanding the range might give us a better indicator for kick starters.

-Return on investment is an important factor for backers that are investing so having data that would allow to have some sort of idea of profitability would be ideal besides labeling as successful or non successful.

Possible tables/graphs

-a scatter plot with straight line markers would give us another perspective on trends giving us a visual on how certain category’s are performing.

-a 2-d pie graph for sub category’s and provided more data of subcategory’s would give a scope of what kind of campaigns make up the category of theater or music. Is the make up of music a particular genre or is the theater category a drama or musical.