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

* The favoured Plays as there is many more cases then the next highest (Wearables @ 200 cases).
* There were a greater success in the middle of the year than at other times and that the Failed and Cancelled cases had more consistent rates no matter when they began.
* Journalism had the lowest amount of cases, 24, and had a 100% cancelled rate.

a lot more

1. **What are some limitations of this dataset?**

This is difficult to say without knowing more about the data. We didn’t use a number of things in the analysis such as the pledged, staff pick and spotlight variables or even the text descriptions. I do think that a quick look analysis of the data was done. There are some interesting trends such as which project categories were more successful, such as plays, and others that weren’t, such as journalism.

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

We could look at trying to pull out more trends and/or information at the sub-category level. Possibly looking for trend between timing and or budget versus the type of project. You could also analyse the failed cases to see if there are trends explaining why they didn’t work.