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

Three conclusions that we can draw from this data, would be one, using the first stacked histogram, that theater is the most common category of Kickstarter campaigns, however a music campaign would be the most likely to succeed given it has the greatest proportion of successful campaigns vs total campaigns in that category. Two, using the second stacked histogram we can see that if we were going to go into a Kickstarter campaign under the less successful food category our best bet would be to choose a campaign that falls into the small batch subcategory as it’s success rate is the highest subcategory in the food category. Three, using the line graph we can see that the month of December is the worse for starting a campaign since this month has the lowest proportion of successful campaigns, perhaps those Kickstarter entrepreneurs know this data since it also shows an overall drop in campaigns starting during this time.

We can conclude that

1. What are some limitations of this dataset?

This dataset is limited on information regarding the backers. Although we could calculate the average donation we don’t know if there were outliers in donations. We also do not know what the demographics of these donors are, which may be important if we wanted to create a Kickstarter campaign and advertise it to potential backers.

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

Some other graphs that we could create with this data, would be a bar graph that shows the amount of backers or average donation vs the type of Kickstarter campaign which could be good to see how a specific type of Kickstarter campaign gets funded, we could also break this up by outcomes. Further we could create some more line graphs that show how specific types of Kickstarter campaigns do during certain times of year, basically breaking up the current line graph by category.