What are three conclusions we can make about Kickstarter campaigns given the provided data?

First, I can conclude that there is a slight correlation between the months of April and May and the amount of kickstarter pages currently active at that time. Second, there does not appear to be any correlation between what month it is and the likelihood of a project succeeding or failing. Third, the subcategory of “plays” is by far the most successful out of any of the projects.

What are some of the limitations of this dataset?

We have very limited information about the people that are giving money to the campaigns because knowing the target market would help us in our marketing campaigns for kickstarter. Another limitation is the blurbs aren’t able to be read for each and every one of the campaigns, therefore making it a tedious task to analyze based on the most helpful information about a campaign.

What are some other possible tables/graphs that we could create?

We could create a pie chart of what the percentage of successful/failed/cancelled pages are.