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Kickstarter Homework Questions

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The top 3 categories are 1. Theater 2. Music and 3. Technology.
   2. Plays are the largest sub-category
   3. 2015 had the largest number of projects with 567 successful, 0 live, 527 failed and 131 cancelled.
2. What are some of the limitations of this dataset?
   1. Currency was from different countries but wasn’t converted to dollars or if it was we made that assumption
   2. This might be a sample of data and not everyone between 2009-2017
3. What are some other possible tables/graphs that we could create?
   1. Launch date and deadline date vs. pledged amount
   2. Spotlight and staff pick vs. state (successful, live, cancelled or failed)
   3. Comparison of state vs. country