1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. What are some of the limitations of this dataset?
3. What are some other possible tables/graphs that we could create

Conclusions:

1. Kickstarter has an approx. 50% overall success rate, given the provided data.
   1. Most projects are connected to Film & Video, Music and Theater (arts), in addition Technology.
      1. Arts has a higher success rate than technology
2. Most projects and funding are within plays
   1. High success rate would be found in the sub categories drama, hardware and rock (100%)
3. State of projects has a declining success rate towards the end of the year (trend for data set)

Limitations:

There are several limitations, her are two excamples:

1. Data set gives no explanation of the state of the projects; why was it a success, failure or canceled
2. Track record of project owners; one or several projects?

Other Tables and Graphs:

* Average donation compared to categories (either sub or main). To figure out what kind of projects creates public interest.