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

* There’s about a 10% chance the kickstarter will be canceled.

There’s about a 40-50% chance it will fail.

And about a 50-60% chance it will be successful.

* Kickstarter began gaining real traction in 2014. The highest amount of kickstarters that year being 157, with 34 being the highest in 2013
* The summer of 2014 was the only time that year in which there were more successful film-based kickstarts than failed.

1. What are some of the limitations of this dataset?
   * It doesn’t give you any information on the person or persons kickstarting other than what you can deduce from the blurb.
   * It doesn’t tell you why a kickstart hoped for their goal amount or what they truly needed to create their project
   * Nor why it failed or was canceled (money, poor practices, etc)
2. What are some other possible tables/graphs that we could create?
   * Backers vs. pledged vs. success
   * Category vs. Goal vs. Average Donation vs. Success
   * Date Created vs. Date Ended vs. State (how long until it’s a good time to call it quits)