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

Per the data provided, there are 4114 projects in total and 53% in success, 37% failed, 8% cancelled and the rest in live. The projects were launched in 21 countries and 74% of projects were in US. 71% of projects met the goal less than 1000, however, only 19% of the projects met the goal greater than or equal to 50000.

1. What are some limitations of this dataset?
2. Sample of 4114 is too small, since over 300,000 projects launched on kickstarter.
3. The accuracy and quality of the dataset
4. What are some other possible tables and/or graphs that we could create?

Pie chart

