1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. Certain categories of Kickstarter are almost guaranteed to fail while others have a high rate of success. Looking at past success/fail rates by category is important when trying to raise money by crowd sourcing funding.
3. The timing of the campaign matters. Campaigns are more likely to succeed when run from February – June (presumably when people have expendable income from tax returns).
4. The amount of money being raised plays a role in success failure. Over half of campaigns under $1,000 succeed. The success rate varies between 39% - 49% until the number reaches $45,000 and then it becomes increasingly more difficult to be successful at higher goal amounts.
5. **What are some limitations of this dataset?**

Some of the data sets are too small to contain any usable, statistically significant data. For example, this data would not be very useful to anyone trying to run a Kickstarter campaign in Belgium as there were only two campaigns run there.

1. **What are some other possible tables and/or graphs that we could create?**

Number of people who donated and average donation would be useful charts. It would help those wanting to run a crowdsourcing campaign understand their goals better in terms of how many people typically donate and the number of donors they would need to be successful.

It would also be helpful to have a graph showing the success rate based on the length of the campaign. Being able to show which categories reached their goal in the shortest amount of time would be another great indicator to use in determining the likelihood of success.