**Kickstarter Campaigns thoughts**

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

* Theater (followed by music, technology and film & video), are the top users of KickStarter (projects by category)
* Music projects have the highest success rate (projects by category)
* Journalism projects have had issues using KickStarter

# What are some of the limitations of this dataset?

* Comparisons between types of projects are limited.  Other funding alternatives available vary by project type
* Criteria for Staff picks are not documented
* Criteria for Spotlighting are not documented

# What are some other possible tables/graphs that we could create?

* Success (or fail, or canceled) rates by staff picks
* Success (or fail, or canceled) rates by spotlighted
* Success (or fail, or canceled) rates by goal
* Success (or fail, or canceled) rates by pledged amount
* Success (or fail, or canceled) rates by average donation
* Success (or fail, or canceled) by launch date (compared to economic growth, or unemployment, or consumer sentiment)