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?

* 1. The number of live campaigns is extremely low although the successful campaigns are more than 50%.
  2. Although we see data from 2009, campaigns only went live in 2017.
  3. The Kickstarter campaigns do not specialize in any given industry and cross over multiple even unrelated industries, which might be reason for the low success.
  4. This dataset mixes everything together, including currencies, so for example we couldn’t compare two campaigns against each other fairly.
  5. There is missing information about cost of a campaign, so even though we might have raised 200% against a goal, at what cost? Was it profitable at the end? Judging success merely on goal and money pledged is not enough.

1. I would just be interested to see the cost of each campaign and compare cost across countries. Who can run similar campaigns more efficiently. Also, what would be considered “successful” campaign at that point, would the same campaigns be canceled?