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

2. What are some limitations of this dataset?

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

1. Kickstarter campaigns have a higher likelihood for success when initial funding is minimal. Also, if you were planning a campaign, launching in the beginning of the year seems to have better results to receive funding. Finally, only 1.2% of Kickstarter projects go live.
2. When looking at the data points collected in this sheet it seems heavily focused on the time required to meet funding demands. While I think that is important to deliver when promised I also think that the success of the campaign should be measured more dynamically.
3. One thing I would like to be able to add to the data set is some more information about the success of the project. Do backers recoup all endorsements and at what percent is their return? Being able to pivot that kind of information with the categories and subcategories in this data set would create more insight for potential investors.