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?
4. We can tell from the data given to us here, that a large amount of Kickstarters are actually successful and in many categories the successful ones are the large majority while in others not many succeed at all. The least popular category in terms of success on Kickstarter is Journalism with no successes. The most popular is Theater, and among that, plays.
5. This dataset does not have many data for the state of Kickstarters in smaller categories and so conclusions should not be drawn on data that most likely does not represent everything. This data does not go past March of 2017 so modern data could give us more insight.
6. We could definitely go a step further and compare the average amounts pledged per category in a bar chart to tell us both which drives the most money into Kickstarter’s service and also give insight into the amount needed to create the products/fulfil the promises in each category.