**Unit 1|Assignment - KickStart My Chart**

Final Report

* What are three conclusions we can make about Kickstarter campaigns given the provided data?
  + Projects are more likely to be successful with a goal of 1000 to 4999.
  + Plays have both the most successes and failures of any of the categories on KickStart.
  + KickStart projects are more likely to succeed or fail than to be canceled.
* What are some of the limitations of this dataset?
  + It doesn’t indicate what measures where taken by each campaign to market/create awareness of their fundraising efforts. This could make a huge difference in the success of a project.
  + What were some of the key factors that occurred when a campaign was successful, failed, or was canceled.
* What are some other possible tables/graphs that we could create?
  + The average time a project ran before it was successful, failed, or canceled.
  + Did the number of backers make a difference in whether a project was successful, failed, or canceled?
  + What was the length of Name for the projects that were success, failed, or canceled.
  + What was the length of the blub for the projects that were successful, failed, or canceled.