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| Kickstarter Campaign Summary |
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**1.What are three conclusions we can make about Kickstarter campaigns given the provided data?**

Over half of all Kickstarter campaigns sampled were successful.

We can also see the specifics of each category; for example, web campaigns had the highest percent of cancellations. (If I were submitting this to my boss, I would let him know to maybe not focus so much on web campaigns due to the high rate of cancellations.)

The summer months (May-July) seem to be the busiest of the year.

**2.What are some of the limitations of this dataset?**

The data doesn’t tell us anything about who the backers were. It also does not shed any light on why the campaigns were successful, failed, or cancelled.

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

We could also create a pie chart for each state category (Number successful, number failed, etc.) Also, we can use the bonus question to create another graph that will analyze the total of each category, instead of analyzing the percentage rate.