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

a) Most kickstarters seem to be plays

b) Most of the cancelled kickstarters have been web

c) All of the animation kickstarters have failed

1. What are some limitations of this dataset?

This data doesn’t get into the reasons why these campaigns failed, what kind of other criteria would make them fail or succeed. Also don’t see the timing of the pledges, such as how what slope did the pledges come in. All at the beginning? At the end?

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

Comparisons between dates and length of time to reach goal, if reached (or other outcomes); Comparisons between length of times and types of campaigns. Analysis of countries and percentages of states of campaign and percentage of goals.