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Kickstarter Projects

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Campaigns with goals less than $1,000 had the highest success rate, lowest failed percentage, and lowest to be canceled.
   2. Music category was the most successful type of campaign on Kickstarter based on data.
   3. Journalism type of campaigns had zero campaigns reach a definitive result. All campaigns were canceled.
2. What are some limitations of this dataset?
   1. Consistency in currency type and lack of guidelines for how long campaigns could last for. Difficult to compare success of a campaign that lasted 4 months to a campaign that failed and only ran for 1 month.
3. What are some other possible tables and/or graphs that we could create?
   1. We could use lines graphs to display success/failure/cancellations of different categories by month and pie chart to display category breakdown.