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

In general, Kickstarter is a good way to get funds. Almost 1 out of every 2 projects can become successful (53%). Watching these results by category, we can conclude that entertainment projects are very successful most of the time (film & video-58%, music-77%, theater-60%), while food (17%) and journalism (0%) tend to fail.

1. What are some limitations of this dataset?

By analyzing the subcategory table, we can conclude that the total number of projects is a little disproportionate. While some subcategorys have 1,066 projects to analyze, some other projects have only 20. The number of live and canceled projects is also short in comparison to successful and failed projects. Also, the last project dates to 2017, three full years have past since then and the tendency could have changed in that time.

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

I think it would be interesting to see a monthly line graph but comparing the changes that have taken over the years, maybe adding the categories. With that, we could analyze a trend through the years. Maybe, it would be also interesting to analyze the status by themselves. For example, the successful projects compared to other successful by subcategory’s percent in a pie chart; this would help us understand if the conclusions we have made are real or if there are some other categories with a higher successful rate.