1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

Out of the 4000 Kickstarter campaigns studied, the highest rate of success were campaigns with goals of under the $1000 and then between $1000-4999. Goals asking for more and more money were less effective. Theatre by far had the most Kickstarters, with an overall success rate of over 60%. Journalism campaigns fared the worst with all of them being canceld, while Music campaigns had the highest success rates of all main categories (77%). Incidentally, May and June seemed to be the best time to start a campaign with December faring the worst.

One of the biggest limitations to this dataset are the total amount of data points. 4000 seems like a good amount, but when broken up to categories and sub-categories, most of the ranges are from 20 to a couple hundred. Also, it is not clear if the currencies are normalized. But I think the two biggest issues are the data isn’t very current and maybe kickstarters are doing better now or worse than they were before. And lastly there are no locations listed for each project. Some of the successes of the funding could be due to where each campaign was started, I would assume a stronger socioeconomic place would have more pledges than a kickstarter project happening in a less affluent places.

Anytime a stacked column chart was used, a clustered column could have been used as a replacement. Scatterplots could have been used to replace line graphs. If multiple charts aren’t an issue, for each old line category, one could possible use a pie chart for each instead.