Kickstarter campaign data analysis

What are three conclusions we can make about Kickstarter campaigns given the provided data?

* The grand total of Kickstarter campaigns seem to be decreasing after an all-time high in 2015
* Plays(subcategory) appear to have the highest number of camping over the whole data set
* English speaking countries, participated the most, where the US, followed by GB and CA.

What are some of the limitations of this dataset?

* Need more years of data
* may be interesting to compare to other funding websites like Indiegogo
* Also would be interesting to have data on the successful campaigns in terms of delivering campaign promise.
* Also would be interesting to have website traffic data interms of where users come from prior to going on to the campaign and whom participate and whom don’t and by how much.

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

* Compare grand total campaigns versus years
* Campaign success versus duration
* Campaign start date versus success

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