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

\* Although there are more theater Kickstarters in this data set, and by extension, more total successful campaigns, music Kickstarters have a higher percent chance of success, were third least likely to be canceled, after photography and games, and were among the only three categories that still had live campaigns ongoing when the data was collected. (sheet2, 100% bar graph)

\* Journalism was the only category that had zero successful campaigns, but also hat the least number of attempts. (sheet2, 100% bar graph)

\* Although theater had the second highest rate of success, it was the third most likely to fail instead of canceled or still be alive. (sheet2, remove successful as a state)

What are some limitations of this data set?

\* I’d like to know if the people behind the kickstarters have any previous attempts at kickstarters and if those previous attempts were successful.

\* I wonder if there’s a way to measure influence the tier system on the size of the donation? If the donation can be “upsized” by specific rewards?

\* If each campaign had an advertising budget and how much it was. Number of mentions on Twitter or Youtube?

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

\* I created a table of 100% bar graphs to visualize the data as a percent rather than a whole number.

\* I tried to create a table of average % funded as related to the length of the campaign, but there are some outliers that make me suspect I managed the data wrong.

\* I’d also like to make a graph relating success rate to the size of the goal.