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

-By far, the category most often attempting to get funding is theater, with most of the requests being to fund plays.

-Projects under the music category were most likely to be successful in receiving all of their proposed funding. Rock music is the most popular and received 100% funding 100% of the time.

-The projects most likely to fail are in the sub-categories: food trucks, animation, videogames, and wearables. Plays had the actual largest number of failed projects, but their percentage of success was better than those other categories.

1. What are some of the limitations of this dataset?

-One of the biggest limitations I can see are that these numbers only represent which projects made the funding goal on time. From what I have seen, it is one thing to get funded, but another to carry out the project successfully after the funding has been reached. I have seen a number of companies fall through on their promises of a functional product or sometimes the product just doesn’t meet the criteria being initially advertised.

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

-Making a table listing the percentage success of each subcategory and category.

-Tables listing the average cost of projects in each subcategory.

-Graphing relationship between project funding time and chance of success