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

campaigns?

1a. The first conclusion that can be drawn is that theatre category Kickstarter have both the high success and highest failure rates. Making them the most popular category.

1b. The second conclusion that can be drawn is that in the sub-category analysis, the most currently live campaigns are faith or play based. The most cancelled campaigns are web based.

1c. The third conclusion is that the March, May, June and July have the highest success rates.

2. What are some limitations of this dataset? One of the limitations of the data set is the different currencies being used. The goals and pledges should take into consideration that not all currencies are equal. In other words, if a Kickstarter makes more money in a region where the value of the currency is less than another state, the evaluator must take that into consideration and convert the equivalency of the currency

3. What are some other possible tables and/or graphs that we could create? A scatter plot with comparing the categories and the count of states. I think it would be a good idea to see the relationship between the two variables. In particular, to determine if there is a linear relationship between categories and states.