Q1:

1: It is very difficult to have a successful game oriented kickstart but those that do success tend to over accomplish.

2: Based on the country there is a wide amount of variance that would potentially determine how successful your kickstart is.

3: If I were to start a kickstart I would start a music based on as there is a high chance I succeed.

Q2: This data set is limited by not having every available country and the start and finish dates don’t go until the present so some kickstarts that are very popular now aren’t included.

Q3:

We could create a table that saw how spotlight might potentially affect the success. A pivot table that looked at the state of the kickstart and pitted it against the spotlight might allow us to glean some insights.