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

A: 1: The most successful Kickstarter category is by-far theater -> plays with 694 successful Kickstarter campaigns completed

2: Music has the highest Success to Unsuccessful ratio sitting at 77% so while not the most popular category, it is the safest to create a campaign for.

3: May is overall the most successful month while Dec is the least with failed overtaking successful in terms of numbers.

Q: What are some limitations of this dataset?

A: we don’t know how they were marketed or what the different pledge rewards were. whether or not

They used ads or promoted their campaign. The inclusion of stretch goals or a clear “goal tree” might make a difference as well. Whether a trailer was made and if so, how well done or accessible it was.

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

A: a graph marking the length of the campaign vs success. There might be a correlation between how high the goal was and how long the campaign was for.