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

1. Kickstarters are much more successful in the first half of the year, particularly in May.
2. Theater and Music projects are the most successful Categories.
3. Rock and Documentary are most successful by percentage, with Plays most successful by volume.

What are some of the limitations of this dataset?

1. Categories and even Sub-Cats are somewhat broad; Have to read through “Blurb” to get a better idea of actual project.

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

1. Success rate based on Goal
2. Success rate based on Avg Donation required for project to reach success