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

* Music, Theater, and Film & Video are the most successful genre’s on Kickstarter.
* May had the highest number of successful outcomes, whereas December had the least
* Projects with smaller goals (< 5000) are the most successful
* Conversely, projects with goals greater than 45,000 are least likely to succeed.

1. What are some limitations of this dataset?

* It is uncertain if the data is an accurate representation of similar Kickstarter campaigns
* Sample Size – Dataset is not big enough to include potential categories and sub-categories
* Lack of background information on the Backers
* The scope of the assignment was solely to focus on three conclusions. There might have been other elements that impacted the outcome of a campaign

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

* The success rate per country/ currency.
* The duration of conversion 🡪 the date created conversion and date ended conversion
* Geographic Data: Country, State, etc.