1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. The category with the most participating projects is theater, followed by music, film&video.
3. The sub-category with the most participating projects is plays.
4. The month with the most successful projects is May.
5. What are some limitations of this dataset?
6. Limited information of each project was provided which prevents further analysis of this data.
7. The sample size of 4,000 projects is comparatively small considering there is 300,000 projects in total. Also, information about how the 4,000 projects were selected for analysis was not provided. If the sample was fundamentally biased, we could not get the correct information from analyzing this dataset.
8. What are some limitations of this dataset?
9. Scatter plot could be used to check whether the amount of pledged is correlated to the number of backers.
10. Pivot table could be generated to check the percentage of successful cases under each category and sub-category.