

**1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns? Explain the reasoning behind your answers.**

- After looking the stacked bar graph for the states of all Countries, I can see that the top successful categories include Film Video, Music and Theater. Theater also had the most projects started than any other category and journalism had the lowest number of projects started of which were all canceled.
- When looking at the stacked bar for subcategories, most Kickstarter projects fall in the Plays subcategory. Plays also have the highest counts for successful Kickstarter projects.
- After looking at the line graph showing the State trend, I can see that summer months (May – July) have the most projects started with May and June having the most successful Kickstarter overall. However, when filtering through the categories, I can see that some categories such as Games and publishing, look the complete opposite from the overall trend. Both categories had most projects fail instead of succeeding in summer month

**2. What are some limitations of this dataset?**

- Bulk of Kickstarter projects are created by mainly English-speaking countries (US, GB, CA), Therefore making assumptions of a Kickstarter performance for any category in a non-English speaking country would not be accurate.
- Dataset is also a little dated with the last entry being March 2017. If one wanted to know what category is trending upward with projects succeeding for 2021, it would be hard to make conclusions of this data, as current data would be more appropriate.
- Data is only limited to 9 out of the 13 categories Kickstarter has.

**3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?**

- A chart showing state of Kickstarter that had staff pick vs those who did not would show if doing the work to be staff pick is worth it. There is a whole process that goes into submitting the Kickstarter to be eligible for staff pick.
- A graph showing a stacked graph for state vs the goal amount for each Kickstarter would also help answer if successful Kickstarter projects generally have lower goal amounts.