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

* Journalism campaigns are difficult to run on Kickstarter.
* Theater category is the most popular across all categories
* Technology campaigns have an almost equal change of failure and success of the 2 states

1. What are some of the limitations of this dataset?

I would like to understand the process of launching a campaign on Kickstarter from different countries. I would assume it would be easier in the North America in particular and in Western countries in general as compared to the other parts of the world. This could be skewing the data by showing more failures in other regions and not showing the right representation of successes and failures across regions.

Also, we are looking only a subset of campaigns on Kickstarter, there is a possibility that this sample is not a good representation of the overall success on the Kickstarter

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

We have the data by countries; I would have aggregated the countries by region to understand the success and failures and created buckets for “average donation” to determine the spending patterns of the people online by regions/countries.