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

- Across all Kickstarter categories that finished prior to December, more campaigns are successful compared to the number that fail.

- The sub-categories of animation, children’s books, drama, fiction, gadgets, jazz, mobile games, nature, people, places and restaurants have a 100% failure rate within the observed timeframe.

- Music overall has the greatest proportion of successes.

1. What are some limitations of this dataset?

- We don’t have the reasoning behind the cancelled campaigns. If we had this information, perhaps we could determine factors that may cause a campaign to be more likely to end up cancelled. An example of this is the fact that all of the journalism campaigns were cancelled; we may have been able to identify triggers that cause this kind of thing to occur.

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

- We could create graphs based on campaign categories vs. percent pledged to identify not only which categories and sub-categories reach their goal, but possibly identify trends of certain sub-categories surpassing their goals by an extremely large amount.