Kickstarter Deliverable #3

What are two conclusions you can draw about the outcome based on the Launch Date?

While looking over the line graph for Theater Outcome based on Lunch Date, the months of May, June, and July seems to be a very successful months to start a campaign. In return those same months seems to have the least amount of cancelled campaign.

What Can you conclude about the outcomes based on Goals?

The numbers for successful were looking good for the first two goals, but as the goal numbers increased the numbers were not as high. For the goals of less than $1000 and $1,000 to $5000 the percentage of successful campaign were consistently high it was over 70%. But as the goal numbers increased the numbers were kind of all over the place except for goals $35,000 to $40,000 and $40,000 to $45,000. They both came in at 66.67%.

What are some limitations of this dataset?

The fact that there was no data for the cancelled campaigns.

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

I think we could have added country to the table to see how each goal did in different countries.