Question 1.

Given the provided data, what are three conclusions we can draw about Kickstarter program

1. Kickstarter appears to have the highest success rate in the very same areas that they have the highest failure rate. The highest success and failure rates are in theatre.
2. Highest success is achieved during the month of May. Highest failure during the months of January and October.
3. Highest return seen in theatre, music and film and video projects.

Question 2.

What are some limitations of this data set?

1. There is insufficient data to determine the trend in each category.

Question 3.

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

1. A histogram could be used to see how the data is distributed in each type of project.