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

The first conclusion we can make about the data given to us is that a project started in the category of Journalism results in no successes. On the other hand, a project in theatre or music has a high success to failure ratio, where as a technology has the greatest risk since success is the failure and cancels accumulate to roughly 2/3 of the overall attempts.

1. What are some limitations of the dataset?

A limitation of the given dataset is the dates provided. For example, the ups and downs in the both global and local economics plays a significant role in which industries are funded more (talked about in class). For example, games during recession often do well and perhaps they do much worse in times of booming economy.

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

One graph we could create is based off of the country/currency. Based on opinion, there is a great difference between what industries different countries prioritize. Although Kickstarter provides global funding, there may or may not be a bias due to which countries the origin of the company/organization is from.