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

1. Plays had the most Kickstarter submissions. One-third of Kickstarter play submissions failed, for the two-thirds that succeeded.
2. Music Kickstarter submissions were largely successful. Indie Rock and Rock music had most, if not all, successful submissions.
3. Tech projects, like wearables, video games and web, were unsuccessful Kickstarter submissions.

What are some of the limitations of this dataset?

This dataset has limited categories. Creatives can choose to do a Kickstarter project that uses multiple mediums, such as web & performance art or music & play. These categories don’t have subcategories to more accurately describe these multi-medium efforts.

If we assume that the column ‘Spotlight’ refers to Kickstarter projects that were somehow featured in Kickstarter’s website, social media or other, the ones that were ‘featured’ were successful. The ones that were not, were not successful.

The dates between the Kickstarter submission and creation are variable. That skews the results you’d get while comparing funding on these submissions. If they were all open for the same amount of time, before creating, canceling or failing, there could be an accurate comparison of funding received in the submission phase.

Submissions have increased over the years since Kickstarter began. This means there is more data in the recent future than towards the start.

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

The subcategories can be reduced even farther to create more tables and graphs. You could group those subcategories into tech project, music project, literary projects, theater projects, science and so on. You could look at the correlation of amount requested and the success of the project. You could look at trends, year by year, with the success of tech projects.