Ashley Samuel Questions:

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

We can observe that roughly 50% of all Kickstarter shows were successful worldwide. Roughly 37% of all shows worldwide are still live. More shows were successful using Kickstarter than were canceled.

1. What are some of the limitations of this dataset?

It seems to be a pretty thorough dataset, but perhaps if we had tv show ratings we could compare ratings to success rate.

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

We could graph how many shows exceeded their funding goals versus those that came short.