1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. If the project goal is < $5,000, then Chances of success is high.
3. Journalism projects have high chance of cancelation.
4. Food and Game projects have high chance of failure and music projects have high chances of success
5. What are some of the limitations of this dataset?
6. Quality of the business case could be a big influence on getting the funding, the data set does not capture that data.
7. ROI could also be big influence on getting the funding, the data set does not capture that data.
8. What are some other possible tables/graphs that we could create?
9. Can try to draw different scatter plots to determine correlation between average duration, backers\_count, and staff\_pick with project success.
10. Can also run regression to determine which variables have highest correlation with the project success.