Kickstarter Analysis

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   * + The larger the dollar amount set as the Goal, the more likely the project is going to fail or be canceled.
     + Out of the data provided, Theater as a Category has had the greatest number of “campaigns”.
     + Projects typically had a larger count of being successful towards the beginning half of the year.
2. What are some of the limitations of this dataset?
   * This is just one funding platform. The projects could have had other ways to fund outside of this website that could have contributed to why the campaign was successful/canceled/failed.
3. What are some other possible tables/graphs that we could create?
   * Stacked column graph comparing outcomes to the country of origin
   * Line graph comparing the success percentage of a specific category over the length of time Kickstarter was been alive.
   * Column graph comparing the percentage of successful campaigns that were a Staff Pick.