1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

Conclusions from Kickstarter campaigns

* Film&Video, Music, Theater account for 77% of the successful goals that were met and therefore are have the higher following of supporters and/or contributors.
* Supporters are giving to clients that are asking funding for documentaries, hardware, plays, rock music. Clients that want funding for animation, food trucks wearables… are not receiving funding
* Funding seems to be stronger March through August.

Limitations from this dataset are highlighted due to the gross difference of category funding. Kickstarts’ strategy is to be a source where entrepreneurs can work with investors. It is clear in the data that journalism, food, ,Photography are not well funded. This is possibly due to the company’s approach to find investors.

I would like to also see this data analyzed by country. A line or bar graph comparing what country is contributing and to what category. I would also analyze the average launched and end date. This would provide a statistical analysis of when 75%-95% of the funding will come in.