1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

All successful Kickstarter’s had >100% funding

You should probably focus on being in one of the 12 subcategories that were ALL successful (in our dataset)

Music by far has the highest percentage of successful Kickstarter campaigns

The number of backers you have appears to be irrelevant to your success

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

We only have a sample of 4114 out of the 300,000 campaigns which is only about a 1% representation.

Based on the count by category, one would think they have a 53% chance of being successful, rather than the 1/3 based on the whole 300,000 dataset.

How does one set a goal for their Kickstarter campaign?

Why were all the journalism’s canceled?

What are the staff pick and spotlight data columns?

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

Bar on Rows by Year (instead of months)

Table of State by percent of per category/subcategory

Histogram based on how percent funded affected your success rate