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

1. Plays are by far the most common projects on Kickstarter.
2. Journalism projects are the least common on Kickstarter.
3. Technology projects receive the most money on Kickstarter.

**What are some of the limitations of this dataset?**

Percent funded is a poor indicator of success as some people ask for very small amounts that are easy to fund. For a project requesting a very high amount, not meeting the goal is not necessarily a failure if all the money raised can make substantial contributions to the project. Cancelled projects as a category alone is problematic as the creators could have realized they did not need as much as the original goal stated, as evidenced by “Star Trek First Frontier (Canceled)” reaching $30,112 before its creators cancelled it well short of the $130,000 goal. Therefore, labeling these as a different category causes and issue if, in the creator’s mind, the project was successful and funded all it needed to.

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

One other useful graph would be a column chart filtering the categories’ outcomes by time, to see if the time people create Kickstarters correlates with success at all (maybe people are more giving in the holiday season/less likely to give in summer during vacation times). I think it would also be useful to plot a line graph of goal amount vs chance of success to see if people are more likely to give if they see the pledger does not need as large a sum. A line graph of country of origin vs chance of success would also be useful as we could see if general internet connectivity influences projects’ success.