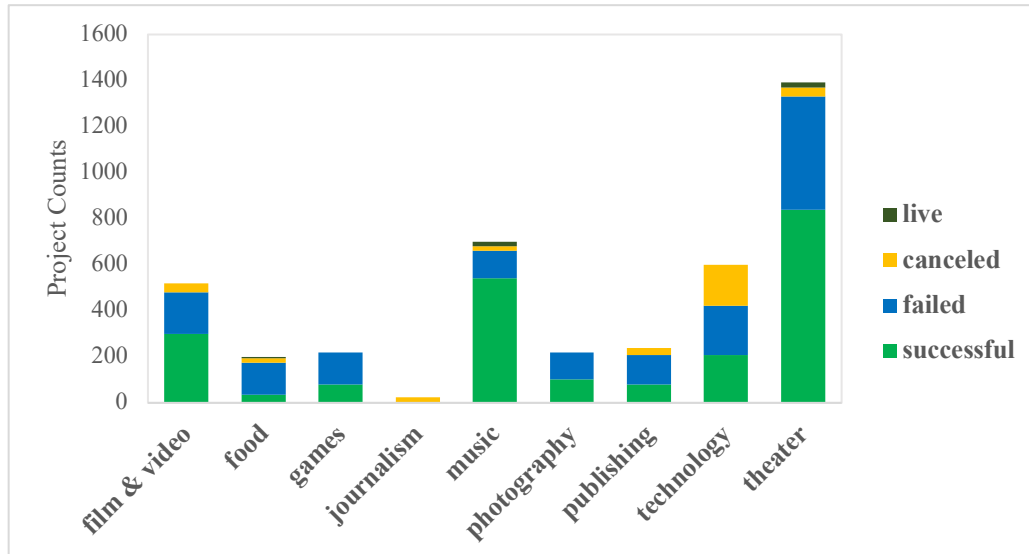
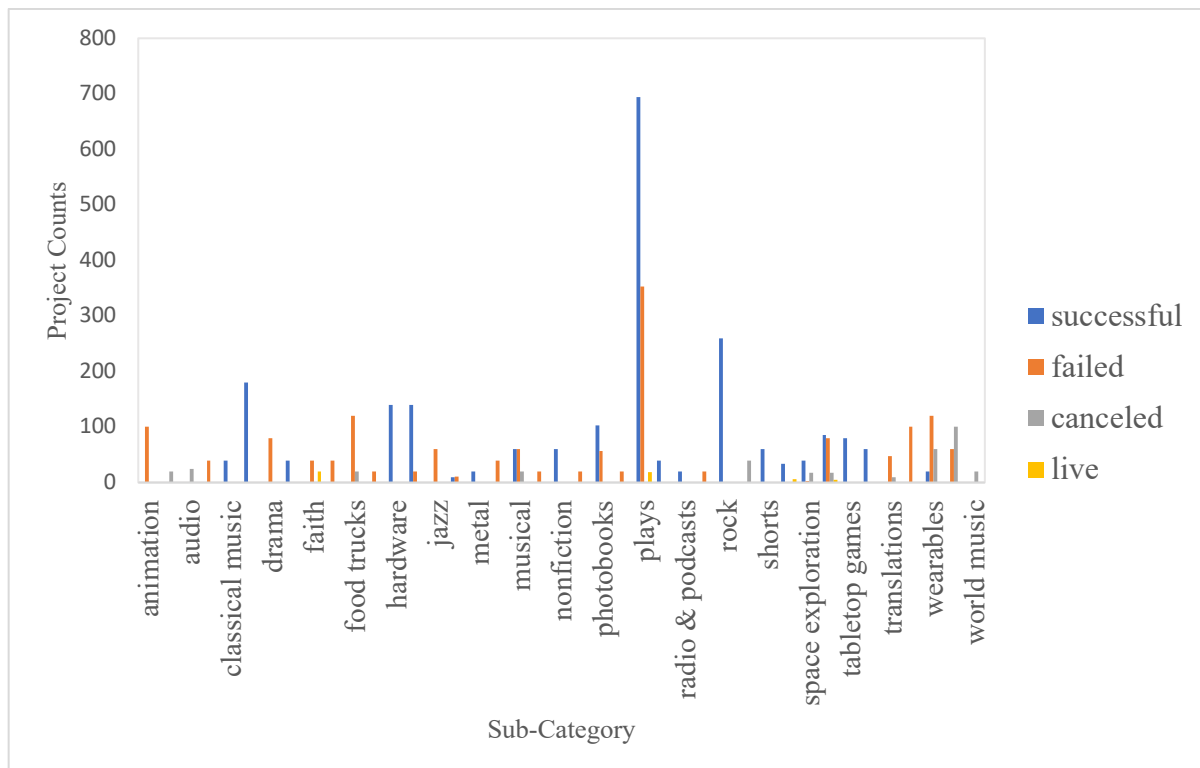


1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

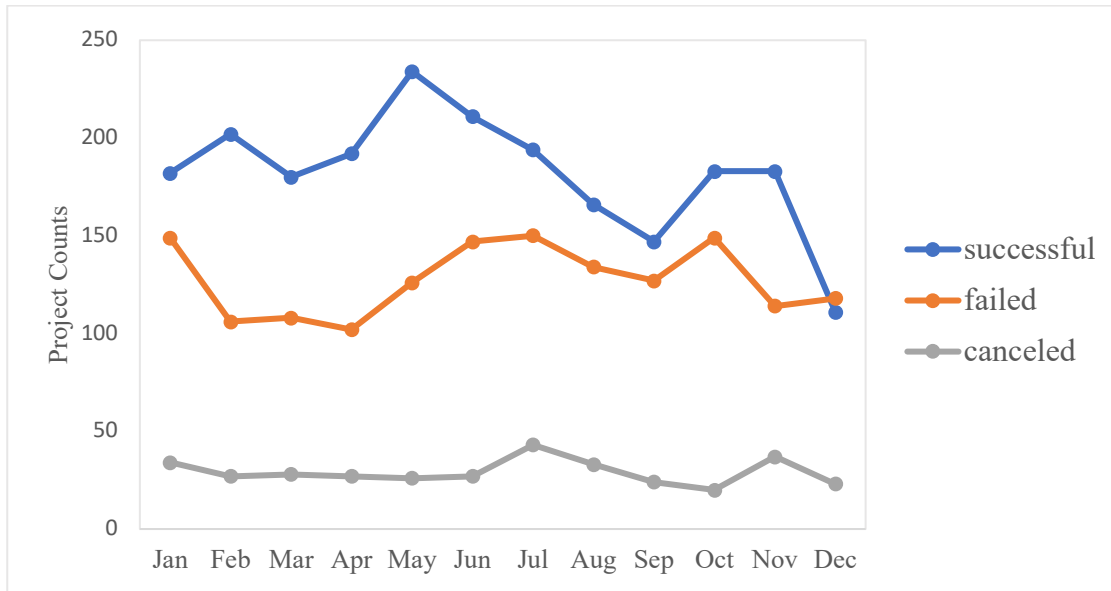
- (1) In the main category, the theater had the highest and most successful projects. The second most successful project was music and the third was film & videos.



- (2) In the sub-category, the plays had the highest number of successful and failed projects.



- (3) Averaging from 2009 to 2017, the successful projects had the highest counts from January to November. In May, the successful projects had the highest counts.



2. What are some limitations of this dataset?

Kickstarter had more than 300,000 past projects, but they used some among the 4000. In the background, there was no description for how the 4000 were selected. If the 4000 had been selected randomly, the data can be representative of the 300,000.

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

- (1) A table containing “country”, “state” and “category,” which might indicate the audience’s preference in different countries.
- (2) A table containing “percent funded” and “category,” which might indicate which category gets funded easily.
- (3) Bar plots can be applied to table (1) and (2), to make it easier to see the trends.