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1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   * The parent category of film & video, music and theater have the highest rate of success for funded kick starter campaigns versus other parent categories. With theater category having the highest number of kick starter projects submitted.
   * Within the sub-category, documentaries, hardware, indie rock, plays, rock seem to have highest success rates for funded projects with the greatest majority of projects seeking funding being plays.
   * Projects created in May seem to have the highest rate of success for being successfully funded. January, July and October had the highest rates of failure for funding success.
2. What are some of the limitations of this dataset?
   * Some of the limitations of the dataset would be that the majority of the kick start projects are mainly from America. This would bias the data towards preferences of Americans and not the world as a whole. Additionally, the project sub-category has huge bias towards plays. It would be more beneficial to have a more even distribution of project types.
3. What are some other possible tables/graphs that we could create?
   * Other possible tables and graphs that we could create would be the relationship between project state versus whether the project was a staff pick or a spotlight was given to the project. Additionally, a chart showing the relationship between the goal versus state would be nice to see if there was a correlation between the amount of money requested and the project being successful. Also, a chart showing the state and the time a project was launched till deadline to see if there is a relationship for how long a project takes to be funded.