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

The category that requires the most crowd sourced funding is theater.

Of the theater crowd soured projects, the vast majority of them are play projects.

There are more successful projects than failed ones.

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

It doesn’t actually let you know what is most popular, just what requires the most funding.

It can’t explain why the number of projects increases during the late spring/early summer months.

The largest outlier in this data set contains the majority of projects.

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

Remove theater/plays from the data set to find a more consistent trend.

Pie charts would be useful to show the percent of successful or failed projects.

Seperating the amount of data per table by category would be useful as well.