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

Firstly, there appears to be a seasonality component to whether or not a Kickstarter campaign will be successful. The success rate begins to increase in the beginning of spring (March) and peaking at or near early summer (May/June). From there, there is a decline in the success rate of kickstarter campaigns for the rest of the summer. The success rate picks up in the fall (Sep/Oct) before a sharp decline in the beginning of winter (Nov/Dec).

Secondly, the sub-category of plays has the most kickstarter successes and failures in absolute terms. The sub-categories of rock and classical music have high kickstarter successes in both absolute and percentage terms.

Thirdly, the category of theater has the most kickstarter successes and failures in absolute terms. The category of music has one of the highest kickstarter successes in both absolute and percentage terms.

Basically, if I were to initiate a kickstarter campaign, it would be either in theater (preferably in plays) and/or music (preferably in either rock or classical music).

1. What are some limitations of this dataset?

The number of kickstarter campaigns were 300,000. This dataset is a sample of 4,000 from the total 300,000. The description does not include whether or not this 4,000 sample was random. There may or may not have have been a method to choose the 4,000 sample. If there was a method used, then the data may be biased.

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

Success/failure/live/closed by country, currency, and by year.