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

1. Plays is the most popular project, but rock is the most popular project with highest success rate.
2. Projects in May has the highest chance to achieve success.
3. The less money the project asks for the higher chance of success it has.

“What are some limitations of this dataset?”

This dataset lacks the data to provide or explain the context of the above conclusions, such as “why are the successful projects successful?” and “why is May the most popular month of the year for successful campaigns?”

“What are some other possible tables and/or graphs that we could create?”

From this dataset, there are a few other graphs that we could create, such as;

-If staff picked items have higher chance of success

-If being featured (spotlight) or not matters

-If currency, and therefore the donors and the pledger’s source company affects the success rate of projects.