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

The following conclusions can be established about the Kickstarter campaign:

1. The ‘theater’ category has attracted maximum funding but from the data provided, the number of failed projects is also high as compared to other categories.
2. The ‘music’ category has a track record of the most ‘successful’ projects.
3. The ‘plays’ sub-category is the most popular target for attracting funding.
4. What are some limitations of this dataset?

There is no data available on the categorization of the backers which. Would have led to additional insights about repetitive backers and also get some insights on the percentage of successful investments etc.

1. What are some other possible tables and/or graphs that we could create?
2. Goal timelines- Project that was the fastest to reach the desired goal
3. Spotlight view – Projects that were ‘true’ for spotlight.