1. What are three conclusions we can make about Kickstarter campaigns given the provided data? Projects usually tended to have better outcomes in the warm months. The lower the goal for funding, the higher the chance of success; whereas the projects with higher goals had a higher rate of failure. That said, projects with goals in the $35-$40K range had a near 50% chance of success. Theater had the highest rate of success and journalism the lowest.
2. What are some of the limitations of this dataset? Because not all fields were sampled equally, sample bias could be a factor. For example, only 24 journalism projects were studied, yet theater was over 1000.
3. What are some other possible tables/graphs that we could create? We could have looked more carefully at backers count and percent funded to see how responses to project ideas affected outcome.