Given the provided data, what are three conclusions we can draw about Kickstarter campaign?

* On average, the smaller the goal (typically less than $10,000), the more likely the Kickstarter is to be successful. Once the goal starts to exceed $10,000, the percentage of failed goals increase.
* Documentaries are typically very successful and aminations are typically very unsuccessful.
* Of the Parent Categories, film/video and music are the most successful, which makes a lot of sense with the world we live in.

What are some limitations of this data set?

* Sample size – We only used just 4,000 past projects when, there are TONS more projects we could’ve use
* Kickstarter was founded in 2009, which is when our data began, but our data stopped in 2017 so we’re missing over a year of data, since we’re half way through 2019.

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

* I would’ve been interested to see the success rate, charts, and graphs of other currency types (EUP, CAD, etc.)
* I would’ve also liked to focus on the successful/fail rates filtered by year. I know we did something similar when we filtered by the Parent Category and years but I would like more focus on comparing by years, especially during the years that social media took off.