1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. The top 3 Categories with the highest #/ percentage of success were:
3. Theatre
4. Music
5. Film & Video
6. Even though the Category ‘Technology’ was in the top 5 of the projects initiated, it did not have a high rate of success (Almost 35% of failure)
7. The music Category had the highest percentage of success with 77%
8. Sub-Category ‘Plays’ contributes more.
9. Sub-Category ‘Rock’ is the second most contributor and has 100% success.
10. Success rates were at its peak during the months of May beginning.
11. What are some of the limitations of this dataset?

a) Limited information about the data and more assumptions

b) Limitations on the date ranges

c) Not much clarity on the sample size being used

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

a) 100% Stacked column chart to show the percentage of the state by category and by subcategory

b) Line graph of state by time (month and year)

c) Stacked column chart of state by country