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

Digging into each category suggests a strong correlation between funding projects within the arts and whether or not the campaign was successful. Theater had the most usage and total success, followed by music, which shows that Kickstarter provides the most use to funding campaigns in that industry. Technology had the most cancelled, which one can assume is because such projects have a variety of other funding sources other than Kickstarter, and recognize this if the project lacks traction in its initial stages.

1. What are some limitations of this dataset?

For me, the definition of success lacks clarity, and it seems more indicators should be used post-campaign. Whether it’s the amount of return, or what the public’s reception of the project was, a much more detailed understanding would be useful for any future campaigns.

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

A deeper look into the field of the arts, such as creating a pie chart of the certain types of successful plays for example, would be helpful for understanding any future endeavors in funding theater projects. Finding data that measures how well each play did (money, ratings) and placing them categorically in a bar graph would provide some much needed understanding to the most popular field.