What are three conclusions we can make about Kickstarter campaigns given the provided data?

Theater, music and film & video are the top 3 industries which had higher success rate.

May, June and July had the most number of projects started.

Projects with lower goal have more success rate than those with higher goals

Only 20% projects with goal than 50000 were successful

What are some of the limitations of this dataset?

The data don’t show the reasons for failure or cancel

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

We can create a graph of country and percentage funded to see which countries promote start ups