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

1. Based on the data provided, there are significantly more kickstarter campaigns for plays than any other Sub-Cateory.
2. Music seems to be the most likely to succeed of the kickstarter campaigns with 540 out of a total of 700 being successful.
3. Successful campaigns seemed to spike more during the month of May than any other month.

What are some limitations of this dataset?

The dataset includes some categories and subcategories that have very little data. These small sample sizes don’t provide enough data to consider when comparing the rest of the full set. An example of this is the Category of ‘journalism’. There are only 24 total campaigns, all of which failed. This is an outlier that will definitely affect the shape of the data.

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

We could create a scatter plot to map individual campaigns. We could keep the same color assignments to see the state against other available variables. We could also create a pie chart if we wanted to look at overall proportion of campaigns, although it wouldn’t provide the best visualization for our readers.