1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns? Explain the reasoning behind your answers.

2. What are some limitations of this dataset?

3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

Based off the data, Lickstarter’s projects were, overall, heavily in theater Kickstarters based off the amount of overall theater projects that surpassed the rest of the projects. Based on the Kickstarters projects, is that Journalism has a 0% success rate because the projects that were created for that have been canceled, thus not being successful. In the US, most projects are successful.

Limitations of this datasets are what are projects are more favored in other countries: US would have more kickstarters for plays, but in France, their projects are more for webs. Another limitation is the amount of samples coming from each country, some countries have 5 projects while others varies in the hundreds.

A pie chart would be a good graph as it shows in a more simple form and a better showcase of how much more if a project favors success or failure.