1. a) The vast majority of campaigns were in the Theater category

b) The Technology category is very volatile, having one of the highest rates of canceled and failed campaigns

c) The amount of successful campaigns drop significantly in the month of December, possibly due to people spending more money on holiday gifts and not having money to spare on kickstarter campaigns

1. Many of the campaigns had very small goals, such as $1. This can skew the data on how many were successfully funded because the bar was so low. The data also does not show how many of the campaigns that were successfully funded were actually successfully launched after funding.
2. Given the above, we could create a table/graph that looks at the amount pledged vs the goal amount to see the disparity. We could then look at the category for the campaigns that had a low goal to see if there is any correlation between category and size of the goal.