1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
   1. Correlation between goal amount and successful outcome.
      1. The smaller the goal, the more likely it was to succeed.
      2. Conversely, the larger the goal, the more likely it was to fail.
      3. The sweet spot seems to be the goal that is less than $5000 but more than $1000, and the data authenticates this, of the 4064 projects (ignoring the ones that are live) 1412, about 35% of them were in this bracket and 932 (66%) of them were successful. It also makes up for the highest percentage (43%) of all (2185) successful projects from all brackets
   2. The sub category “Plays” made for the most number of successful campaigns (694) across all successful campaigns (2185) across all sub categories. Many of them (645) were also achieved more than their set goals.
   3. Seasonality:
      1. The highest success rate (60%) was in June. 214 projects of 355 were funded.
      2. The worst time of the year to seek funding was January. 49% of them did not achieve funding
2. **What are some of the limitations of this dataset?**
   1. Some goals were set very low, examples being 1 or 10, and so they were easily funded, or they were over funded.
   2. Was the campaign spotlighted only if it were successful?
3. **What are some other possible tables/graphs that we could create?**
   1. Which sub category of campaigns achieved a funding of over 200%
   2. Which sub category of campaigns had the most number of backers
   3. Top 10 highest oversubscribed successful campaigns
   4. Number of backers as a function of highest oversubscribed successful campaigns
   5. Successful outcome as a function of the campaign if it was spotlighted
   6. Successful outcome as a function of the campaign if it was staff picked