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

2. What are some limitations of this dataset?

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

1. Across the Kickstarter data, over half of the campaigns were successful in the Music, Film & Video, and Theater Categories. December start dates are the least popular; start date popularity follows a seasonality in the New Year, and picks up again in the summertime: This may indicate that kids through young adults add a significant number of projects over the first half of the year. Finally, the Plays Sub-Category contains a disproportionately high number of projects in the data: Just above 1 in 4 projects are Play related. The success rate of these projects is also quite high at 65%.
2. The size of the dataset is one limitation of the dataset. Kickstarter has over 300,000 projects, and there is no way to know that the dataset is an accurate representative sample. The trends may change as we increase or decrease our sample size.