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

It appears that as the year progresses, campaigns have more difficulty being successful.

For the dataset provided, it appears the overwhelming campaigns were centered around plays.

When projects are either spotlighted or chosen as a staff pick, the success of the project is more likely

1. What are some limitations of this dataset?

This is a small dataset relative to the number of projects launched on Kickstarter. The introduction to the homework stated that 1/3 of the projects are successful, but this dataset is biased toward successful projects (over ½ of the projects were successful).

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

Duration of project vs outcome

Average donation vs outcome

Goal vs Outcome

Staff Pick influence on outcome

Staff Pick influence on average donation

Spotlight influence on outcome

Staff Pick + Spotlight influence on outcome