Kickstarter Answers

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

1. Kickstarter ventures in the music category have the highest probability of succeding in raising their pledged goal.
2. The most kickstarter ventures which are started are in the music subcategory.
3. Animation Kickstart campaigns have the highest rate of failure.

What are some limitations of this dataset?

1. It does not account for Kickstart campaigns success or failure rate in executing their plans only if they achieved their pledged money.
2. It does not explain why specfic ventures failed only the category in which they did.

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

1. How much time it took for money to be raised per subcategory
2. Which years were better for Kickstarter Campaigns
3. Which categories have the highest succesful campaigns to failures ratio