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

1. That all over the world there many more attempts at creating kickstarter campaigns that focus on productions of sorts, theater being the most popular used for a campaign, then music, then film & video.
2. As a sub-category, plays are the most successful in all countries. Most of this number comes from the UK and the US where there are 650 successful kickstarter campaigns.
3. Campaigns have some form of seasonality and are more successful in May and least successful in December, the assumption is that the holidays lead to less money going toward campaigns.

Question 2: What are some limitations of this dataset?

* The calculation of numbers that create a “Successful, Canceled, or Failed” campaign is not all on the same currency, there isn’t a standard or control for the dataset so determining “state” isn’t the same for each of the categories.
* The length of time for each of these campaigns is different, so we can’t determine them all as the same in terms of length, starting point, and ending. They could be multiple years or only a couple months which causes there to be a different interpretation of the data.
* There are many other limitations such as how one would categorize some of the data, where specifically the data came from / over what time period, how a staff pick is defined, etc.

Question 3: What are some possible other tables and/or graphs we could create?

* Yearly trends of campaigns – were some more successful in certain years than others
* Average donation compared to the amount of backers
* Do certain categories get more percent funded in a shorter amount of time
* If staff picks led to more backers
* Do spotlights lead to more percent funded