**Questions:**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. What are some of the limitations of this dataset?
3. What are some other possible tables/graphs that we could create?

**Answers:**

1. There are various trends we can infer and speculate on from the graphs we made, though statistical tests should be done before concluding on results. The results that are particularly interesting and meaningful to me are the following:
   1. Music, as a category, has the highest success to failure ratio than any other category.
   2. Video games, animation, drama, children’s books, jazz, fiction, mobile games, people, places, restaurants, and video games have a ~100% failure rate while classical music, documentaries, hardware, metal music, nonfiction, rock music, pop music, radio, tabletop games, and television has a ~100% success rate.
   3. Given +/- 1 SE, March, May, June, and July are the ending months with the highest number of successes while August is the ending month with the highest number of failures. April, though it isn’t the ending month with the highest number of successes, has the highest success to failure ratio of all the months.
2. It condenses the projects into variables that may or may not have an effect on the success rate. There are many other aspects such as language being used, videos they have used as marketing tools, or even the number of social media attention the projects have received that we can look at in order to make meaningful conclusions. Also, number of successes and failures are less meaningful than proportions. Generally, statistical tests using the proportion of successes may have been a better method.
3. I wouldn’t conclude on anything before getting statistically significant results. I would personally transform number of successes into ratios, make similar graphs I’ve made just now, and perform statistical tests before reporting.